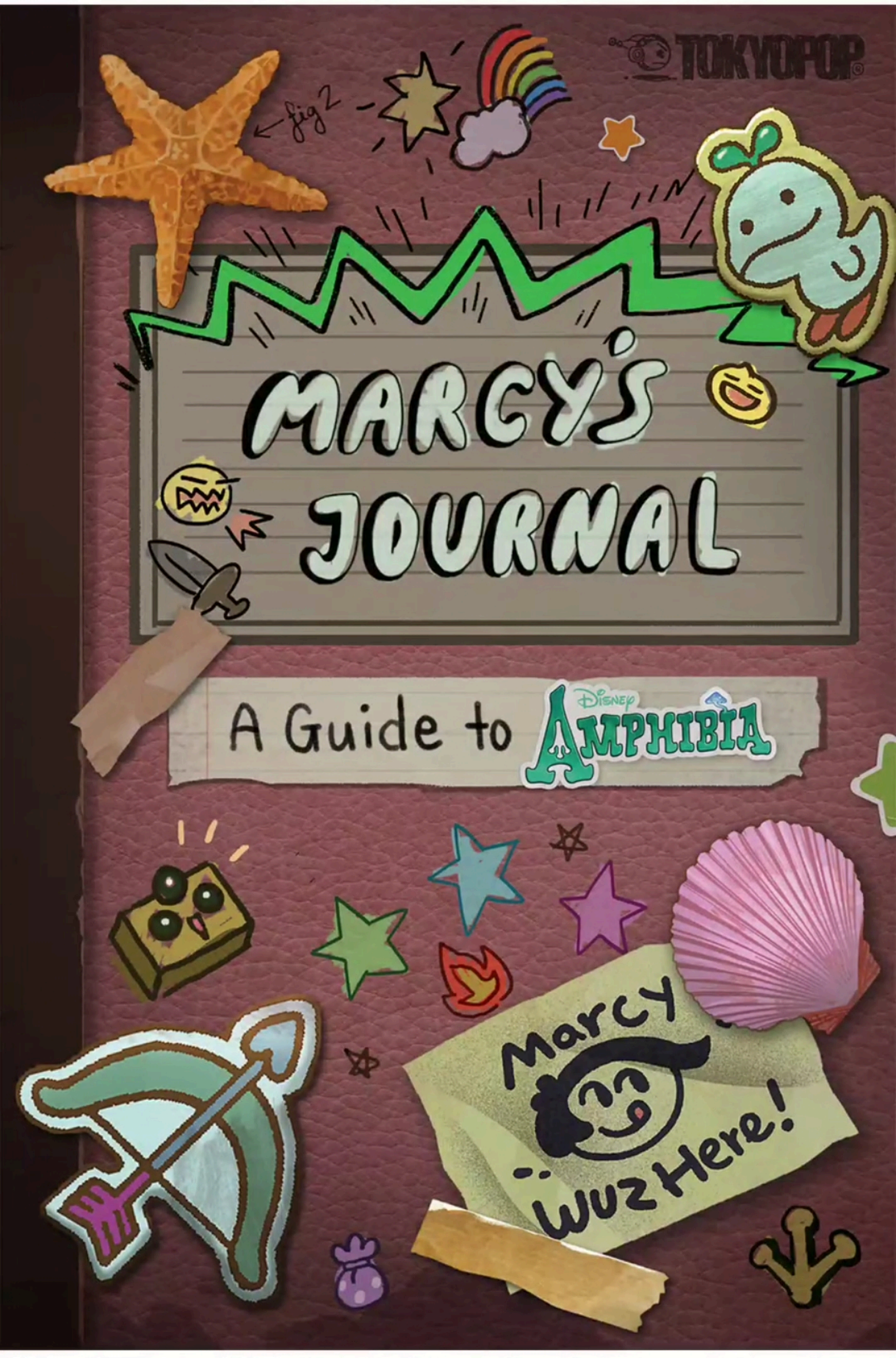
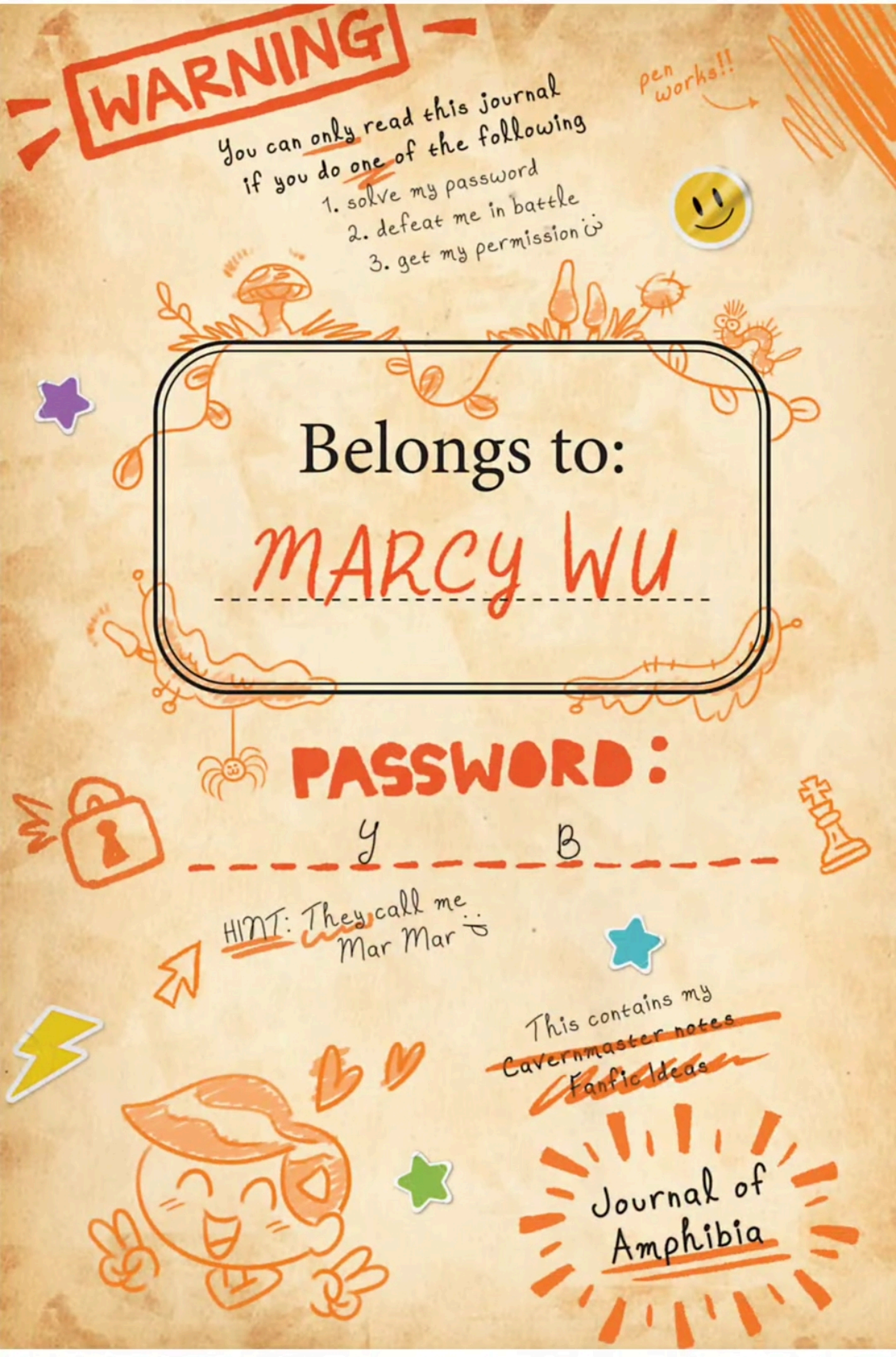

TOKYOPOP
fig 2
MARCY'S
JOURNAL
A Guide to
DISNEY
AMPHIBIA
Marcy
WUZ HERE!


WARNING
You can only read this journal if you do one of the following
1. solve my password
2. defeat me in battle
3. get my permission :)
pen works!!
Belongs to:
MARCY WU
PASSWORD:
Y B
HINT: They call me Mar Mar :)
This contains my
Cavernmaster notes
Fanfic Ideas
Journal of Amphibia

Private Property!!

THE MUSIC BOX

Questions:

1. SIGNIFICANCE OF THE 3 GEMS?
2. WHAT'S WITH THE FROG?
3. HOW DOES THIS WORK?

ENTRY 1

Testing, testing – is this thing on?
Okay, let me start by saying

OMIGOSH
OMIGOSH
OMIGOOOOOOSH!

It worked!
The music box actually WORKED!

OMI GOSH!

This is unbelievable. I am smack dab in the middle of **another flipping world**!!! I know the book said... but I didn't think it was actually GONNA... but it **DID** and I'm here and *returns* !!!!

OMI GOSH!

Lemme start over.

Deep breath. Okay. So **(ahem, trumpets, drumroll)** hello new Journal! Can I call ya 'Jo'? You were supposed to be for **Creatures & Caverns** character backstories and maaaybe the occasional fanfic, but now that you're gonna be my real journal I should introduce myself... My name is **Marcy Regina Wu**, and after opening a magical music box with my friends (**Anne Boonchuy** and **Sasha Waybright**, you're gonna love 'em, Jo), I have been transported to some kind of ancient seaside city! I would say it's equivalent to an Ancient Roman city from around 200... no, 150 AD! I wonder what level of technology they've achieved... the cobblestone roads are saying Bronze Age but the tall structures scream Iron Age.

WHERE AM I ?!!!

Fig. 1

We're gonna have so many great adventures here and–

Hold on, **where are Anne and Sasha?** Gimme a second, Jo. I need to do a little recon! Time to take the first steps of my very own **Isekai adventure!!!!**

OMI GOSH!

ENTRY 2

coastal city! like a giant tide pool!!

Heya Jo, it's Marcy again. Get THIS - the people of this world are walking, talking, people-sized SALAMANDERS!

Just like the lizardonians from *Fantasy Galaxy 3* for the Super Gamestation!

UNREAL

Fig. 1.1 coral

similar to ones on earth!

They have language, culture, dress in fine robes, and wear ornate jewelry inspired by their seaside setting!!! The world-building here is TOP NOTCH. And the WILDLIFE?! There is literally a flock of insectoid pigeons flying right above m

Sooo, update - I kinda just fell down about 200 flights of stairs. New world, same Marcy, I guess.

ouch... T_T

Fig. 1.2 sand dollar

Sasha did always tell me I shouldn't journal about things while they're still happening

Luckily a nearby elderly newt couple heard me yelling and offered to take me to a hospital. They were very nice (once they stopped screaming about the "no-tailed newt with a face bump" hehe).

sand everywhere!

?

Fig. 2 fly-pigeon...?

from memory might not be accurate...

ENTRY 3

The doctors say I have a minor fracture in my left leg. ;_; Slapped a cast on it and said I'd be good in a week.

It's strange: so much of this world is so modern, but half the technology is frozen in the past. They nearly fainted when I pulled out my phone and took a pic. (101)

A literal **DOCTOR** called it a "magic portrait painter."

I'm soft RPing as an **artificer**, really playing into the "magic gadget" angle. They seem to value knowledge and technology, so let's just say I'm kiiinda the talk of the block rn •ᴗ•

they use rouge?
(wonder what they use...
These newts may look like Lizardonians but their culture is pure Cephalon, am I right, Jo?
NOT salamanders by the way, that's apparently highly offensive
when I fell down those stairs...

One of my visitors just introduced herself as...

Lady Olivia

shells as accessories!

ö

is she an advisor for the king??

brooch with a crest

She's wearing a nice dress and fancy pearls. Very *elegant.* Her hair is so pretty xD

wave patterns for her dress

Apparently the **KING** heard about me and wants to meet. And apparently she works FOR the king! And apparently this world HAS a king! And I've been invited to come stay at the **ROYAL PALACE!!**

Isn't that wild?

My head is SPINNING from all the excitement but... Still no sign of Anne or Sasha, which has me worried. Could they have landed somewhere else? They're my best friends, Jo. I'd never forgive myself if anything happened to them...

Especially since... [redacted]

well, nevermind. I'm sure they're fine.

They just gotta be.

ENTRY 4

GUESS WHAT, JO?!!
I just met the actual KING of Amphibia!

That's what this world is called btw –

AMPHIBIA!

It makes sense, seeing as how amphibians are the dominant species. Oh and the city we're in is called **Newtopia**. Don't think I need to explain that one hehe~

ROYAL SEAL

He's wearing his royal robe!

BUT BACK TO THE KING!

This guy was about **30** ft tall, blue skinned, big tailed, and had a laugh so big and loud it'll knock you off your feet – literally! His official title is:

King Andrias Leviathan
Peacekeeper of 1000 years, the first of his name.

Cool stuff right?

X King Andrias

Marcy,
Sorry I crushed your first pen.
Your pal,
Andrias

Wanna know something even cooler??

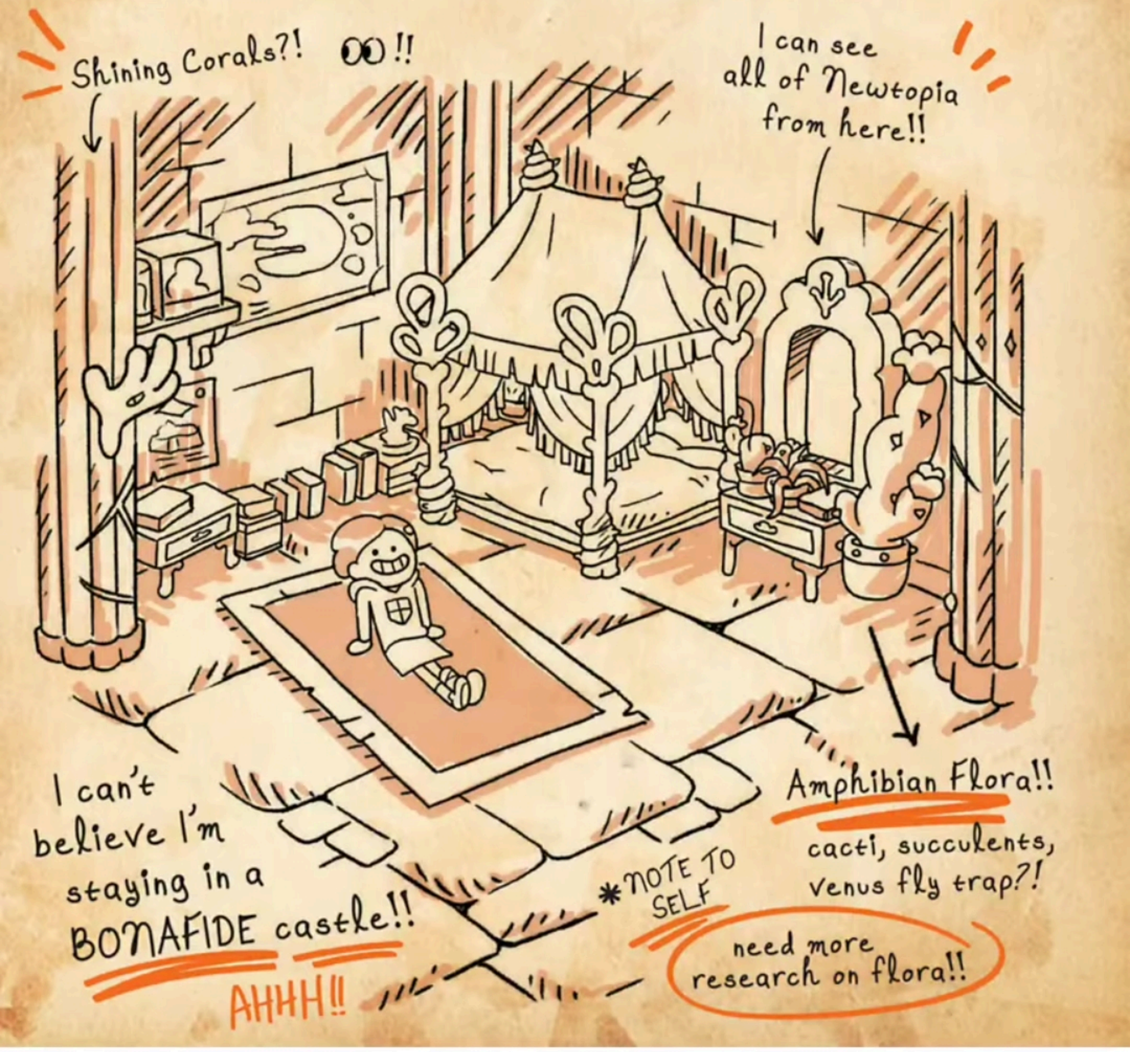
WE'RE ALREADY LIKE, BESTIES!

No lie, I climbed all up in his big ol' pocket, and, based on Olivia's face, I thought I must've overstepped and made him mad.

That tends to happen when I meet new people... I just get too excited sometimes!

But no, Andrias, the big goof, just starts straight CACKLING. We talked for a while, and long story short he promised to help me find Anne and Sasha. He even had Lady Olivia set me up in my own PRIVATE QUARTERS where I am now writing this very entry.

I hope I get to see King Andrias again. He was nice.


Shining Corals?! OO !!
I can see all of Newtopia from here!!
I can't believe I'm staying in a BONAFIDE castle!!
AHHH!!
*NOTE TO SELF
need more research on flora!!
Amphibian Flora!!
cacti, succulents, Venus fly trap?!

ENTRY 5

My leg is healing nicely, so I convinced Lady Olivia to let me take a **stroll through the city**! Well, within a few blocks of the castle and under her close supervision (she's very protective).

The newts still point and stare like I'm some weirdo, but it doesn't bother me like back home.

GO AHEAD AND STARE AT THIS MAMMAL QUEEN LIVING HER BEST LIFE.

Snails seem to be the predominant mode of transport. Our worlds are so different, but lemme tell ya the traffic is JUST like home. We stopped at a cute little food stand that served a simple hard flatbread with ground gnats and cheese made with milk from a "**cow-a-pillar.**" If they're half as cute as the snails, I am gonna find one, and I am gonna snuggle it. **Gertie** (who sold us the food) was very kind and asked me all kinds of questions about Earth. I told her my world isn't nearly as fun or interesting as hers. She said there's probably a lot of great stuff back home, but I don't notice it cause I'm used to it.

I was like, yeah, but my world doesn't have

GIANT FLIES WITH PIGEON WINGS.

ENTRY 6

Cast came off today!!!!

I'M FREE!! TOT

To celebrate, **Lady Olivia** promised to take me to a famous bridge, but when we got there it was clear the poor thing was falling apart and in desperate need of renovation! As president (and sole member) of the **Saint James Middle School Young Architects Fellowship**, I could not let this marvelous piece of history crumble!! I snapped my fingers, rolled up my sleeves, and demanded that Lady Olivia find me a crack team of artisans and about 10,000 laborers to whip this bridge into shape.

Lady Olivia pulled out a **GIANT golden royal credit card** and returned in about 15 minutes with a small army of folks and many beasts of burden. First I was dropped into a fantasy world. Then I was invited to stay with the KING of said world. Now I get to **fix an ancient bridge.**

Could this week GET any more perfect?

ENTRY 7

WOW... time really flies out here.

It's been a few days since my last entry. King Andrias was so impressed with my work on the bridge (completed on time and ahead of schedule btw) **he built a statue in my honor!** I'm really moving up in the world. I gave a brief acceptance speech at the ribbon cutting ceremony. Meant to say "thanks so much" and "I'm honored." Said "I'm so much." Cringed. Froze up. Ran off the stage. Andrias razzed me so hard he was like "Stick to public works, not public speaking." >_<

Wait OMIGOSH that wasn't even why I was writing this entry. On the way home we passed a special brigade of newts with cool black cloaks. Just from the way they carried themselves it was clear they're an elite unit. Olivia told me they're called the **Night Guard** - a special task force who take on the most difficult missions in defense of the city. Jo.

WE HAVE TO JOIN THE NIGHT GUARD.

Not only do they have the coolest uniform I have seen in all of Amphibia so far, but it's gotta be the best way to gather information and find clues on where Anne and Sasha are!

This is JUST what I've been waiting for.

ENTRY 8

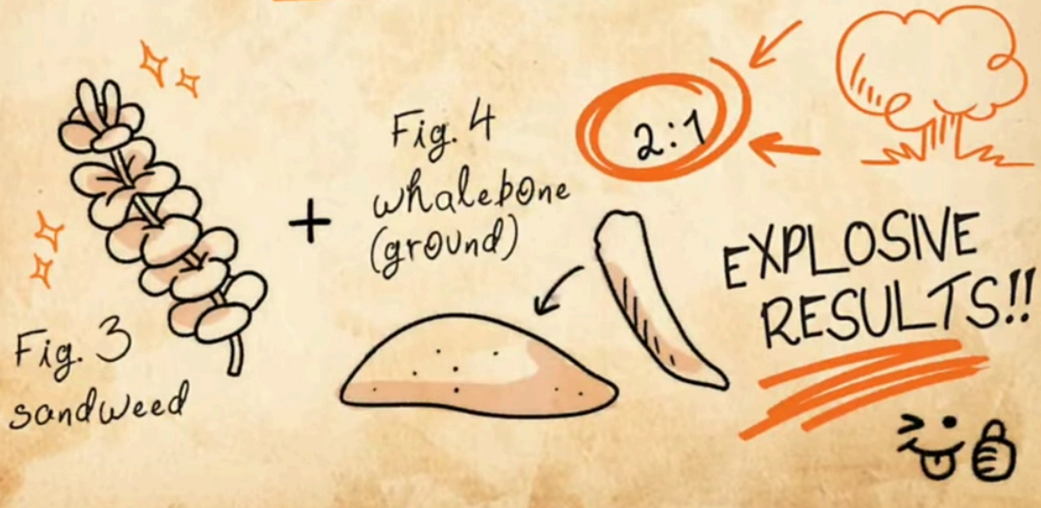
Lady Olivia introduced me to the Night Guard at their **headquarters** (a giant **whale skeleton** with a **secret base** carved out of the inside)!

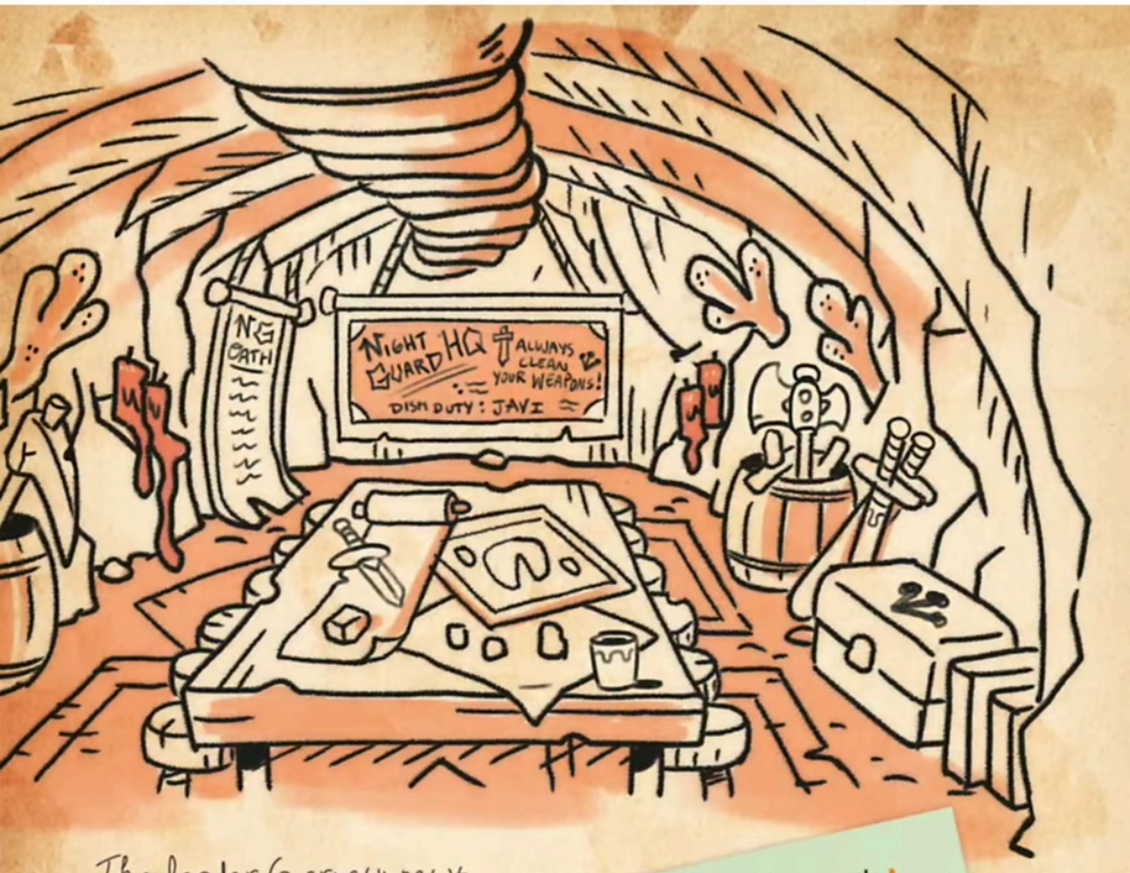
I was trying so hard to make a good first impression. Just thinking **"eyes forward, firm handshake"** over and over, so I didn't even notice a coil of loose rope on the ground... which got tangled around my foot and sent me face first into their mission board.

Who keeps their rope just lying on the ground? And how was I supposed to see it if I'm looking forward?!

THIS IS WHY EYE CONTACT IS OVERRATED ;_;

I spent the last few days studying, and I was ready to blow them out of the water (quite literally). I mixed a **potion**, nothing fancy, just what I could put together with the available flora. Jo, did you know **sandweed** and **whalebone** mixed 2-to-1 and shaken vigorously creates a violent explosion? Cause the Night Guard sure didn't - and **BOY** were they surprised.





The leader (a crusty newt named Albert) said he was impressed, but to join I would need to pass a dangerous test: collecting the egg of a giant golden crab that lives in Cragmarrow Cove, far outside the city. The crab spits acid that can melt flesh from up to 500 ft. Its claws, they say, cleave iron like a blade slicing paper.

TOPICS TO RESEARCH:

- Crustaceans
- Acid-proof materials (make into armor?)
- Cragmarrow Cove map
- Night Guard history

Golden Crab Egg?!

?!

Jo.

I HAVE NEVER BEEN MORE EXCITED IN MY LIFE!

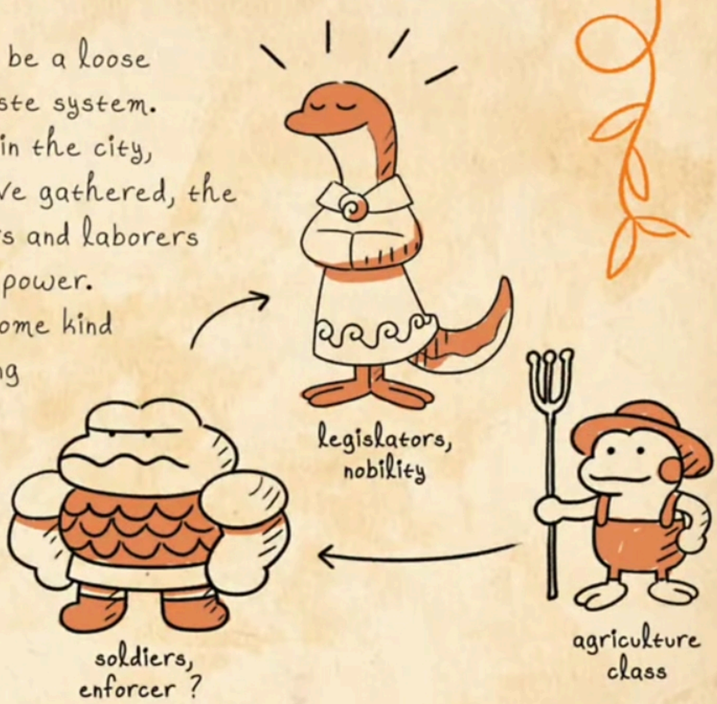
ENTRY 9

Had breakfast with King Andrias and told him about my plan to join the Night Guard. I tried to get his feedback on some of my egg-stealing, crab-defeating plans.

He seemed preoccupied with something though... apparently frog villages way out in the valley **haven't been paying their taxes.** Andrias kept muttering under his breath about the "**toad lords**" being too lenient... always letting him down.

Sounds like a pretty **serious** *political dispute with* **a lot of nuances** *and* **wide-reaching consequences** *for everyone.* FUN!

There appears to be a loose species-based caste system. It's mostly newts in the city, but, from what I've gathered, the **frogs** are farmers and laborers with no political power. The **toads** are some kind of enforcers, ruling over the frogs with an iron grip on behalf of the **newts.**



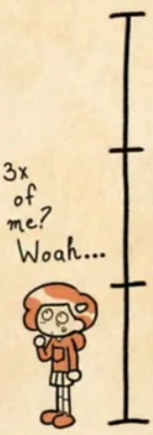
Reminds me of playing *Clash of Cultures 6* at the computer lab!

I'll ask Andrias more about it when I get back. For now I just thanked him for breakfast and headed to my room to pack. **It's mission time!**

ENTRY 10

After a few days of searching (there are a LOT of coves in Amphibia that all look VERY similar) and teaching myself which plants are edible (the vegetation is VERY different this far outside Newtopia), I finally found that darn crab.

Let me tell you - IT'S A WHOPPER.

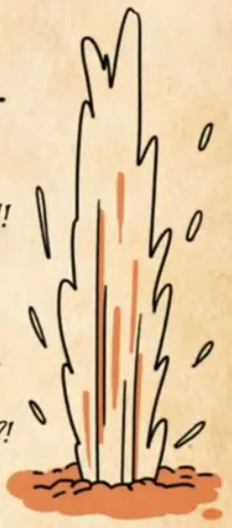


I set up camp in the surrounding grotto, and I've been carefully observing its movements, learning its routine. I think I've got a handle on its sleep schedule. The inner cove has these hot geysers that I've been using to mark the time (they erupt very reliably and often). This morning I was going over my notes, comparing the crab's schedule to eruptions of boiling water, and it hit me - I could spring a trap at just the right time that'll bake this golden crab to a crispy golden brown. Wish me luck, Jo!

time	activity
9:00	active
10:00	
11:00	
12:00	eating/forage
1:00	
2:00	sleep
3:00	

HOT!!

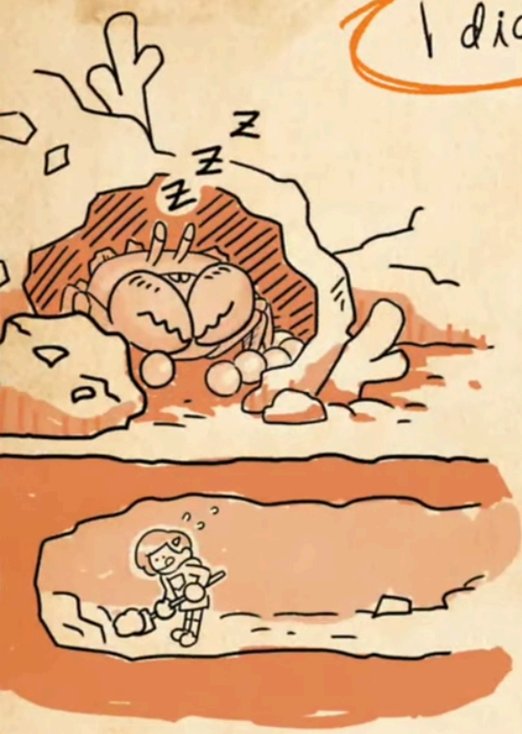
10:24
10:34
10:44
~10 mins?!
surprisingly regular?!



Tomorrow morning I put my plan into MOTION.

ENTRY 11

I did it.



I lured the crab using its favorite food (glowing starfish) and set a **trap** using a makeshift **piping system** to redirect the hot steam from the geysers into a **powerful beam of pressure** that **blasted** the crab **unconscious!!!!**

Don't worry, Jo. While researching for this quest, I read that sustained high temps put crabs like these into a **defensive hibernation.**

He'll wake up in a few days no worse for wear (minus the egg I took xD).

ENTRY 12

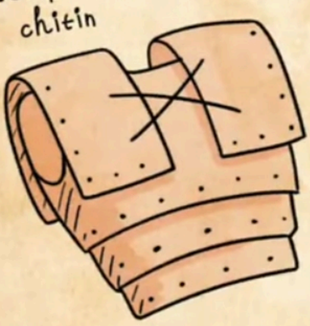
Wow, what a twist!

Okay so - **turns out no one has ever successfully brought back a golden crab egg.** Apparently the trial is designed to assess how potential Night Guards handle failure in the face of an impossible mission. Whoops.

On the plus side, that egg was worth about **150,000** coppers, and now I've been fast tracked to **CHIEF RANGER** - which means I get to captain my own troop of Night Guard newbies!

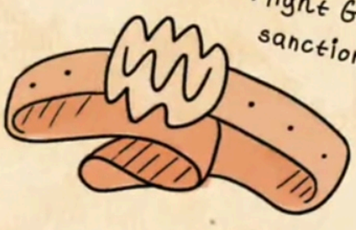
But that's not even the best part... Albert sent me to their official armorer - a flashy old newt named **Bernardo** - who got me fitted for my very own Night Guard uniform!!!

Breastplate of tempered mantis chitin



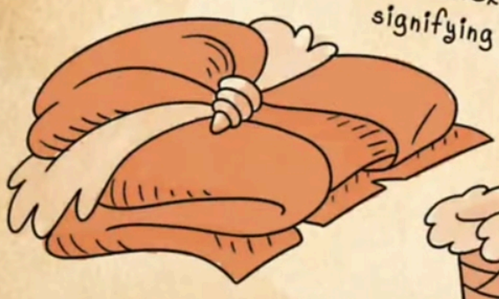
WICKED pair of tactical fingerless gloves

Night Guard sanctioned belt



YES YES YES YES YES YES YES!

turret shell fastener signifying guard status



skygoat fur-lined boots and cloak

This is just too exciting!

We're in the **BIG LEAGUES** now, Jo!!!

ENTRY 13

I met my cadets today!

They are some very interesting characters, lemme tell ya.

Some deets & observations:

Javi

a slick charmer.

- shiny red hair
- well-groomed
- high charisma
- strong cheekbones

* big ego

Kettle

a little firecracker of a newt.

- quite small
- wild!
- unkempt hair
- freckles

* quick & BIG temper (like, REALLY big...)

ENTRY 14

I've decided the **BEST** way for my team and I to become besties is to play **CREATURES AND CAVERNS** together!

Nothing brings people closer than **a 48-hour campaign written by yours truly!!**

I set up the board, and everyone stared at me with dead eyes (like Anne & Sasha :P) as I started to explain the rules.

I had all the maps set up, dice laid out, character sheets drawn up, when suddenly **an alarm** rang out through the headquarters - we were all to **report to headmaster Albert for duty!**

A GIANT COBRA WAS SIGHTED OUTSIDE THE CITY!!!

Apparently it's blocking a very important trade route connecting Newtopia and the outer regions of Amphibia - such as Frog Valley, a provincial region of "simple frog peasants and uncouth commoners" that supplies much of Newtopia's foodstuffs.

And a gentle giant,

Femur

- doesn't speak a word
- 8ft tall
- sensitive
- good listener

* has a degree from Newtopia University in classical music

They were very suspicious of me... which is fair! I *AM* a bizarre, warmblooded creature from another world after all.
But that's not the only reason. Apparently their previous captain, a kind and honorable newt named **Ernst**, recently went **missing** while on a top-secret mission. They speak so highly of him - sounds like I've got some big shoes to fill...

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ENTRY 15

Things weren't going very well at first against the giant cobra - we were uncoordinated, and my newt companions still didn't trust me.

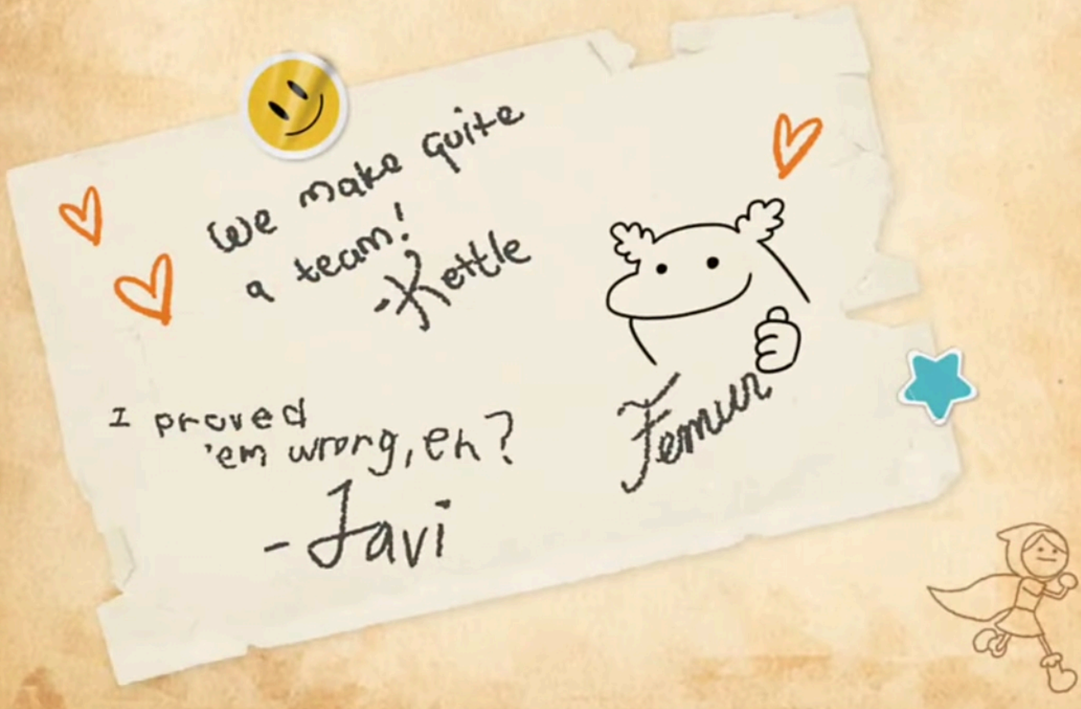
Luckily, MY OBSERVATIONS PAID OFF, and I was able to rally them together.

FEMUR is a bit of a sophisticate under his gruff, silent demeanor. I played some **classical music** on my phone, and he was VERY inspired. (He's a poet with that halberd)

JAVI's got an **ego**, so I told him he was the bravest newt I had ever met. He claimed not to care for such shallow praise but suddenly started fighting way better hehe.

And KETTLE, well - her ANGER (if she can control it) is her strength. I might've mentioned that people associate size with strength and wouldn't expect a small newt to take on a huge serpent. She got pretty steamed, so I said **"why don't you prove them wrong?"** She flashed me an impish grin and

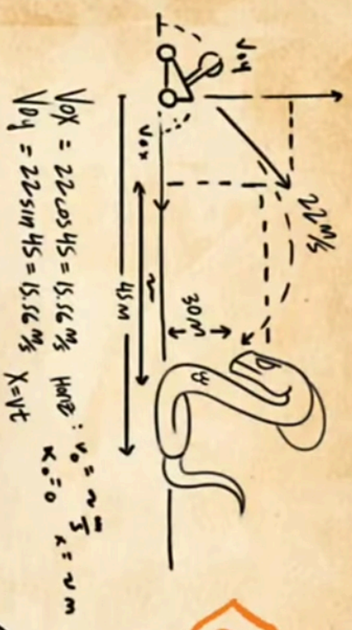
CHARGED INTO BATTLE SCREAMING LIKE A BANSHEE.



With the cobra distracted by my team in top fighting shape, I teed up a trebuchet!

Using my college-level geometry skills, I was able to land a direct hit and knock that cobra out cold!

The rest of the Night Guard cheered as my team gathered for a group hug and threw me onto their shoulders!



We returned to headquarters too exhausted to play Creatures and Caverns, when I realized... WE DIDN'T EVEN NEED IT!

Our friendship had been forged in the flames of battle!

Javi even said I was a leader worthy of Ernst's post.

What a day.

WHAT AN ADVENTURE.

ENTRY 16

I can't sleep. I've been tossing and turning for hours thinking about Anne and Sasha... where ARE my girls?

I'm having a blast here, but I miss them... and I'm worried about them... and...

well, it's my fault that...

Sorry, Jo. I'm still not ready to talk about this.

ENTRY 17

My unit has been assigned

OUR FIRST OFFICIAL MISSION

from Headmaster Albert.

Someone has been **burning libraries throughout the city**, and it's our job to intercept these villains before all of Newtopia's history is destroyed.

- I've dispatched Javi to chat up the traders and charm out some info.
- Kettle is going to check some of her contacts in the underworld. Apparently she was an orphan raised on the mean streets and knows quite a few rough characters.
- Femur and I are staying back at headquarters to research and do some theorycrafting.

???

Who would want to *specifically* burn libraries?

What a fun mystery!!

Team Name?

- Marcy Militia
- Marce-keteers?
-
-

ENTRY 18

I had tea with **KING ANDRIAS** today, and he taught me how to play **Flipwart** – a traditional Amphibian board game like chess...

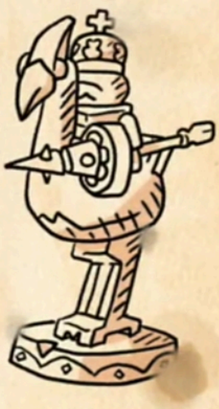
8 x 8 board

ONLY CRAZY!

I picked up the basics right away, but Andrias was a formidable opponent! He had me on the ropes when I came up with a brilliant gambit. I flanked his cannoneer with my heronness, sacrificing my strongest piece to force his defenders out of position. His wart was left wide open and, well, you better believe **I FLIPPED IT!**

Andrias was SHOCKED. Apparently nobody's ever beaten him at Flipwart. He stared so intensely for a second, I was afraid he was going to get upset. Then he started laughing – a full-bellied laugh that filled the room. Wiping a tear, he poured me another cup of tea and remarked that his father was the only one who could beat him in the past. Then **he asked me about my family... and my friends.**

the heron piece I beat Andrias with!



I started crying.

I just couldn't help it...

I told him everything, Jo. Everything.

That my dad was going to make me move across the country.

And I found a book that mentioned the Calamity Box...
and other worlds.

That I tricked Sasha and Anne into opening the box, but I didn't think it would turn out like this.

I thought we'd be together and... and...
oh, I'm just so SCARED of what they'll say when they find out what I've done.

King Andrias was so understanding. He wiped my tears and told me it was probably best if Anne and Sasha never found out. I never meant any real harm... and they might not understand my good intentions.

He had such kind eyes... but there was real pain behind them too. I think he really did understand...
in a way no one ever does.

As I left for my quarters, I heard him say:
(almost under his breath)

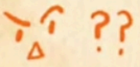
"It's always amazing, isn't it?
How the ones we love the most...
can hurt us the most."

ENTRY 19

note to self:
do NOT do that in the future

I woke up refreshed and ready to tackle my Night Guard duties. I guess I've been bottling up a lot of heavy stuff. **It was so great to talk to King Andrias and let it all out...** he's a real friend.

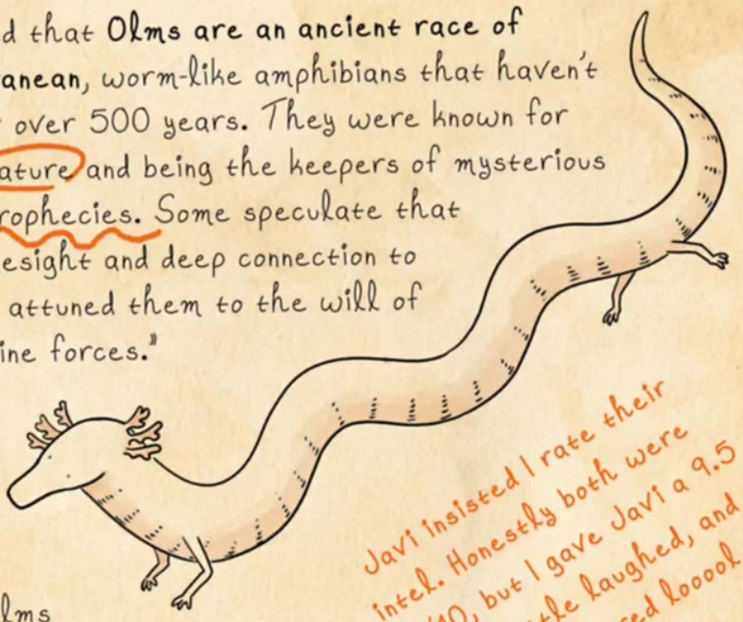
Javi and Kettle were bickering in the kitchenette over who gathered the best intel. I've noticed Javi teases Kettle a lot, trying to get a rise out of her. I wonder what that's all about.



Well they both got crucial info: the arsonists appear to be members of a mysterious cult who call themselves **"The Order of the Olm."** Femur couldn't find that name in any records, but Kettle says it's being whispered in the streets.

I love a good prophecy

Javi explained that **Olms are an ancient race of giant subterranean**, worm-like amphibians that haven't been seen for over 500 years. They were known for worshipping nature and being the keepers of mysterious legends and prophecies. Some speculate that their poor eyesight and deep connection to the land has attuned them to the will of "spirits & divine forces."



It doesn't quite make sense. Why would a cult worshipping Olms want to burn historical records??? There's a big piece of this we're still missing...

Javi insisted I rate their intel. Honestly both were 10/10, but I gave Javi a 9.5 as a goof. Kettle laughed, and Javi turned bright red looool

ENTRY 20

The Order of the Olm has struck again!

The team and I visited the smoldering remains of the **"Emerald Coast Public Library & Archive"** to see if we could find any clues. The Newtopian city police have been assigned to keep close watch over all libraries, scroll depositories, and parchmentariums. But they were apparently incapacitated without even catching a glimpse of their attackers.

(don't send a beat cop to do a Night Guard's job I guess)

One of the bystanders we questioned, **Jerry** (a food stall vendor), claimed to have seen the "blokes what done it." He described **a lanky newt wearing a golden snake-shaped mask** leading his cloaked acolytes into the library through a sewer grate. Verrrry interesting.

- lanky
- full-length coat?
- golden snake mask?

SNAKE MASK

Femur brought me **an ancient scroll he salvaged from the wreckage.** It hurts my history nerd heart to see so many treasures of the past destroyed... I've taped the scroll for future study. I can't read this ancient language yet... but give me time, and I'll figure it out! I DID teach myself Portuguese in 3 weeks after all :P

Foi fácil!

ENTRY 21

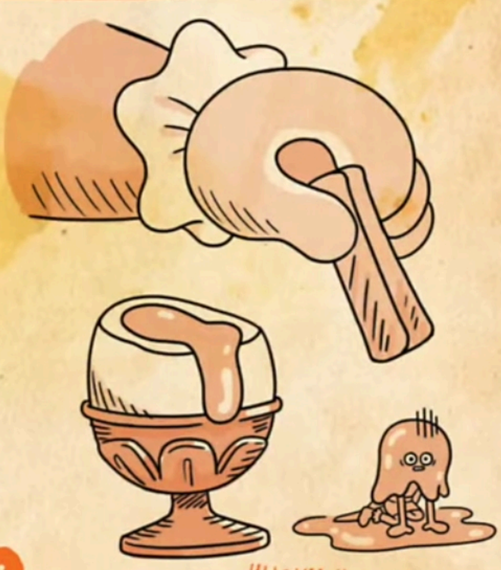
Dear Diary, Today I went to the park - the one near my house, not the big one. It was a sunny, warm day. I brought my frisbee and my dog. We had so much fun playing together. After a while, I got tired and sat down to rest. I watched other people enjoying their day. Some were having picnics, others were playing sports. It was a lively scene. I wished I had brought a book to read. Maybe next time I will. I saw a group of kids flying kites. Their laughter filled the air. It reminded me of my own childhood. I used to love flying kites too. I should do it more often. As the sun began to set, I packed up my things. I called my dog and we started walking home. It was a perfect day. I'm glad I went to the park.

ENTRY 22

Had an interesting breakfast with Andrias today.

First of all, I FELL FACE-FIRST INTO A GIANT SOFTBOILED HERON EGG.

"HA HA HA HA!"



Got YOLKED head to toe. I couldn't even laugh 'cause egg texture makes me gag. Yuck yuck yuck. While laughing, Andrias dabbed me dry with a six-foot strip of toast and then we got to talking.

YUCK!! YUCK!!! YUCKKKKK!!

?!

He had all kinds of questions about Earth - our level of technology... how big our cities are... what kind of weaponry we've invented. Strange questions, but I guess the king is just a super curious kind of guy. I relate; **I am in LOVE with studying Amphibia** and learning as much as I can about how this world works.

Explained basics of military hierarchy, tanks, fighter jets, missiles. He showed me these really cool CORAL SPEARS used by the royal newt guard!

We traded facts about our worlds and even talked about our fathers a little bit - I was saying how strict my dad can be and how I can't believe he accepted a job out of state without even ASKING ME!!

Andrias laughed, saying his father was also very strict and hard to please. We have so much in common!!

ENTRY 23

My team has developed a solid theory that **the cult is using the sewer system to travel undetected.** Looks like our next step is to explore the dank, smelly, disease-filled dungeons of the city! **EXCITEMENT!**

I wrote to Bernardo and **ordered galoshes and disinfectant for all of us...** tonight, we head into the sewers to look for clues!! We'll start at the entrance by the Emerald Coast Library and fan out from there.

Femur gave us some **TRAINED LIGHTNING BUGS** to take with us - he has SUCH a way with animals. The lightning bugs are SUPER DUPER cute and very well behaved.

(totally reminds me of Blunderpuss from Vagabondia!)

They hang out around your head and light the path ahead of you - it's pretty neat stuff. Reminds me of the "faerie friend" mechanic from *Vagabondia!*

ENTRY 24

The sewers are WILD.

echolocation ear?!

COOL!!!

Poorly maintained, incredibly confusing, and **home to TONS of insane-looking creatures.** Like killer bats with giant pointy noses called "Batsquitos" that'll suck your blood dry in under a minute if you're not careful.

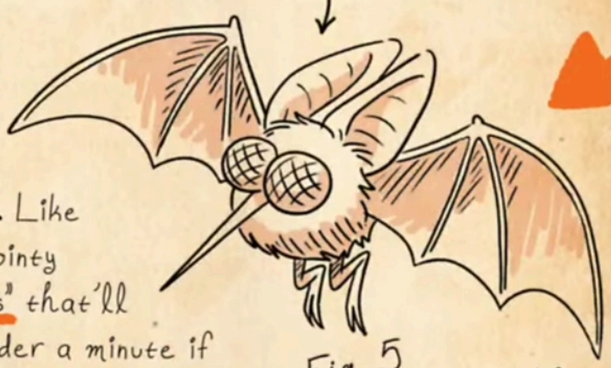


Fig. 5
Bat-squito(?)

We split into two groups to cover more ground - Femur with Javi and me with Kettle. It gave us a little time to get to know each other better as we tramped through the muck and avoided some horrifying giant leeches.

Kettle told me she's never had time for friends; she was **too busy trying to join the Night Guard** because it's been her dream since she was an eft (baby newt). **Everyone always doubted her because of her size** - until she met their old captain, Ernst. He took a chance on her, and she's been THRIVING in the Night Guard ever since! No wonder everyone loved that guy. It sounds like he really believed in his team.

I know how it feels to be looked down on, not taken seriously, even laughed at for—

Baby Kettle sounds SOOO cute & tiny!

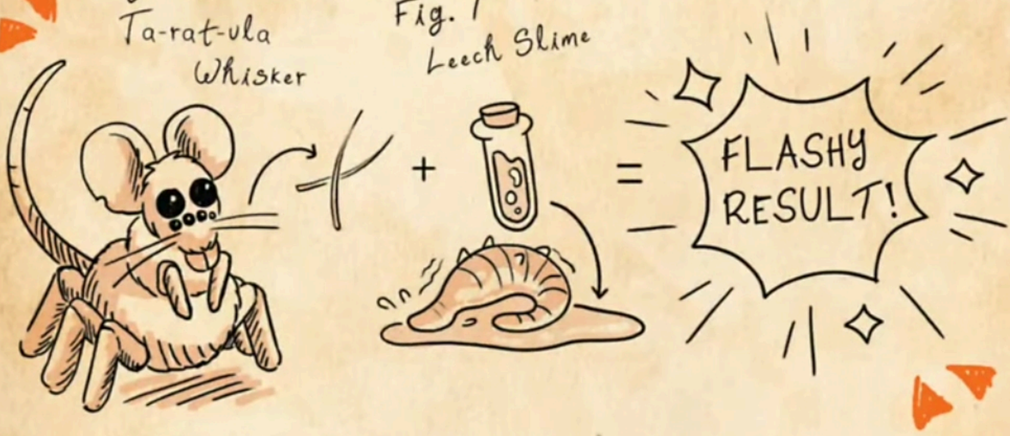
(don't tell her that tho)

Note to self: I have a LOT of ideas to streamline this mess of a sewer system. After mission, pitch Olivia my improvements!

Hold up. I've got the weirdest feeling we're being watched...

Fig. 6
Ta-rat-ula Whisker

Fig. 7
Leech Slime



I whipped up a rudimentary flash potion (ta-rat-ula whisker and leech slime), and after telling Kettle to shut her eyes, I SMASHED IT on the ground! **A faint scream sounded out far behind us.** Looks like we've got company! Kettle is suggesting I stop writing before we lose this stalker. She's got a point there.

BRB, Jo!
THE CHASE IS AFOOT!!!

ENTRY 25

Turns out we WERE being followed - by a little sewer dweller named HAMBY.

We followed his tracks through a side passage and back to his lair (a little hovel built into an alcove).

Far be it from me to assume... but I think based on his janky raccoon mask, tattered rags, and shelves full of trash and discarded curios, he's likely a petty thief with no connection to the cult.

HAMBY

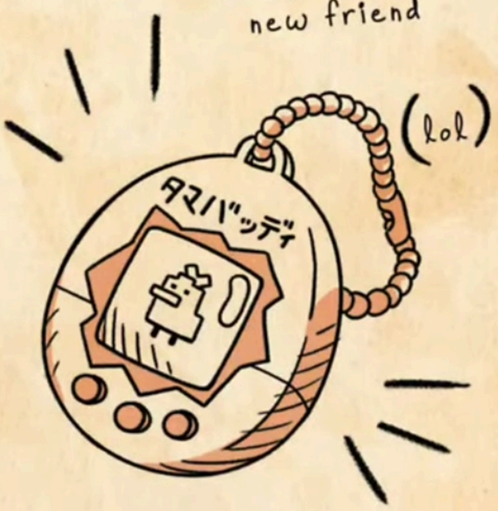
- mysterious
- sewer dweller

We cornered him and demanded answers. He hissed and spoke in the 3rd person, saying "Hamby would never hurt anyone. Or burn libraries. Knowledge is the root and foundation of all civilization. But Hamby DOES love to collect treasures!"

I thought we'd hit a literal dead end until Hamby said **he HAD seen the cult skulking about the sewers** and had something to offer us... He claims to have a map to the cult's secret base and a few robes he stole from them as well. They're ours, he said, if we could give him that which he's always wanted most... "a real friend." ?!!

Poor lil guy must be lonely living by himself in the sewers. And I knew **just the thing.**

Hamby's new friend



MY TAMA-BUDDY !

I explained how it contains a digital friend to look after, take care of, spend time with... who will always be loyal and never leave your side.

Hamby's eyes lit up!

He tossed us the map and disguises and immediately started feeding and cleaning the tama-buddy , clutching it tightly and calling it his "precious."

I'm sure that's healthy!

ENTRY 26

Armed with Hamby's disguises and map, we met back up with Javi and Femur, **ready to infiltrate this cult** and PUT A STOP TO THEIR BOOK BURNING!

There were only 3 robes, so **Kettle had to sit on Javi's shoulders...** maybe not a great idea since they don't exactly get along. Femur's robe was a tight fit too.

We don't exactly look like picture-perfect cultists - FINGERS CROSSED we roll high on our deception stat, so to speak.

Everything was going well - we followed a winding path to **the cult's hidden lair**, blending in as best we could with the other acolytes.

They were chanting and everything; it was SUPER scary. Everyone gathered in the central chamber's makeshift pews. Hehe. Sort of reminds me of the mandatory prayer services Sasha, Anne, and I had to attend at St. James middle school. I even **saw someone throw a paper airplane** and another acolyte **straight-up sleeping.**

Oh shoot, the leader's approaching the pulpit- I gotta put you down, Jo!

ENTRY 27

The cult leader, calling himself **Goldmask** (appropriate, given the creepy snake mask), announced his plans in a **raspy, distorted voice with a spooky metallic twang** (I think his mask has some sort of crude built-in vocal modifier) then led the group in some **creepy chants.** I won't lie, some of them were kind of **catchy** - I'll need to stop myself from humming them later.

In the middle of his "service," Kettle leaned over and whispered that there was **something FAMILIAR about Goldmask**, but she couldn't put her finger on it. Something about **his gestures...**

We slipped out after the meeting with *The Order of the Olm's* NEXT TARGET -

THE ARCHIVES OF ANTIQUITY.

an Olm symbol?

Apparently it's a popular tourist destination because of its **ancient architecture** and **priceless scrolls and mosaics.** Whatever else, we can't let them burn this monument! Time to report back to Headmaster Albert and prepare our next move...

ENTRY 28

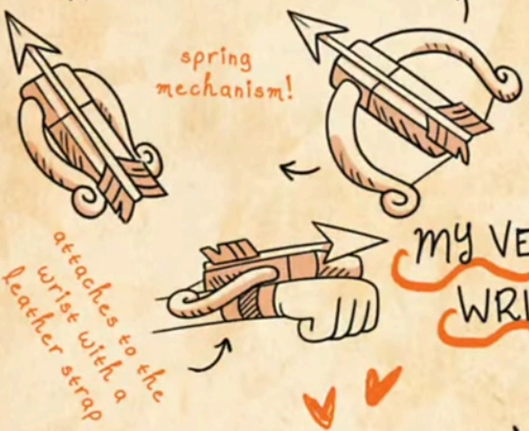
We're **coordinating with the greater Night Guard** organization to plan a sting and AMBUSH THE ORDER as they try to burn the Archives of Antiquity.

It's a risky operation because it means **we're going to let the cult enter the building...** but it's our BEST CHANCE to catch them in the act. We can't risk them finding out what we know, or they might disappear back into the shadows and send us back to square one.

Headmaster Albert is **lending us 20 additional Night Guard cadets** to command! It all goes down tonight.

I'm kowkey FREAKING OUT.

Nervous, excited, AHHH it's too much to process!



Javi, Kettle, and Femur pulled me aside to thank me for leading the squad. ;_; And they gave me a gift to celebrate the mission...

MY VERY OWN SPRING-LOADED WRIST CROSSBOW!

I'm SO touched. TOT

I feel like they've **really embraced me as their new captain.** I feel like part of a team again. This was just the motivation I needed. We're gonna ace this operation.

TOGETHER!!! <3 <3 <3

POWER POSE!!

ENTRY 29

We're heading off to the archives, Jo.

As I watch my new companions gear up, I can't help but think... Andrias was wrong.

I don't need to hide what I did from Anne and Sasha.

They're my BEST FRIENDS. And, as soon as we're back together, I'm gonna tell them the truth. Because our friendship is a bond that **CAN'T be broken.** And when all is said and done... I know my girls will understand <3

ENTRY 30

HOLY HAR GAO!! JO. GIVE ME A MINUTE I NEED TO CATCH MY BREATH.

Ok, where to even begin????!! The mission... **did NOT go smoothly.**

All 24 of us were in position and observing the cult members as they made their way into the building. Goldmask and his goons **pushed a bunch of scrolls and tomes into a pile** at the center of the room. Before they could light the pyre, I gave the signal, and **we all leapt out into the open, surrounding them!**

I wish you could have seen me - it was so cool! I yelled **"In the name of the Royal Newtopian Night Guard, I am placing you ALL under arrest!"** We fixed our crossbows on them from all sides. That should have been the end of it... but IT WASN'T.

Goldmask chuckled and, in that odd distorted voice, said "You must be the Night Guard's new rising star." He said he'd heard all about me and was so pleased to meet me... It sent actual CHILLS down my spine, Jo. Then... he reached up and **slowly removed his mask, revealing...**

"CAPTAIN ERNST!"

gasped Javi and Kettle in unison. Even Femur, usually so stoic and unshakeable, had a look of shock and horror on his face. I couldn't believe it. It was THE Captain Ernst? THEIR BELOVED FORMER LEADER who went missing? In the confusion, Ernst flicked a match and **lit the pyre** – and that's when things went OFF. THE. RAILS. Some of the Night Guard scrambled to douse the flames while others worked to subdue as many cultists as they could.

To make matters worse, as the archive filled with smoke and flames, Ernst blew on a strange whistle and a GIANT HAIRY BAT WITH CRAB CLAWS smashed through the ceiling. He hopped on its back and called out to my... HIS former team that **he would be waiting for them at "Dawnblood Castle."** Cackling, he flew off into the night sky.

I couldn't believe it, Jo!

The DRAMA.

THE ABSOLUTE DRAMA.

great betrayal arc to use in future C&C campaigns

Wow. I am shook.

We managed to capture most of Ernst's goons and put out the fire... but **we couldn't save the poor books and scrolls.** Hundreds of sacred texts and documents: GONE. I managed to recover something half-charred, which I taped to the next page. I'm sorry I couldn't help your buddies, little scroll.

ENTRY 31

I've been thinking about my mother's hands. How they always smelled faintly of lavender and dish soap, how they trembled slightly in her last years. I've been thinking about the way she used to hum while she worked, a tuneless, meandering sound that filled the kitchen and made the house feel alive. I've been thinking about the fact that I can't remember the last time I heard her hum.

Memory is a strange thing. It doesn't preserve the past the way a photograph does. It reconstructs it, every time we reach for it, and in the process it changes. Details slip away. Others sharpen into a clarity that feels almost painful. I remember the exact shade of the curtains in the room where she died, but I can't remember what she was wearing the last time I saw her alive.

Maybe that's the point. Maybe we're not meant to hold on to everything. Maybe the mind knows what it's doing when it lets go of the ordinary and keeps only the moments that matter. But I don't trust it. I don't trust that it's making the right choices. I want to remember everything, even the boring parts, even the parts that hurt.

Because the boring parts are the parts that prove she existed. The hurt parts are the parts that prove I loved her.

ENTRY 32

Femur, Kettle, and Javi are HEARTBROKEN. I don't blame them – it must have been such a shock to have their former captain, friend, and mentor **betray their trust and break his vow of honor** (we Chief Rangers swear an oath to protect our cadets above all else). How could he have taken the path of darkness and villainy?

I tried to cheer them up by making the classic Wu family fried rice with an Amphibia spin (mealworms and grasshoppers for protein), but it was to no avail.

To make a pretty dark situation even WORSE, Headmaster Albert interrupted dinner to break the news that **the Night Guard would NOT be taking this mission any further.**

With the cult crushed and only Ernst escaping, senior leadership has decided the case is **officially closed.** I tried to explain there's CLEARLY more to the story and begged him to **let us see it through.**

Albert (quite aggressively) said the decision is final and I'm not to question his authority - AND I QUOTE - **"no matter how much you cozy up to the king."**

What a short-sighted, small-minded [redacted] JERK.

THIS JUST ISN'T FAIR! My team deserves answers.

Albert was right about one thing though. I do have the ear of the king. So I swore to them I **would take this matter directly to Andrias himself.**

CHIEF RANGER'S OATH:
I swear to honor the dignity of my station,
keep Newtopia and its citizens safe,
defend Newt, Toad, and Frog
(in that order)
and protect my team as my highest responsibility

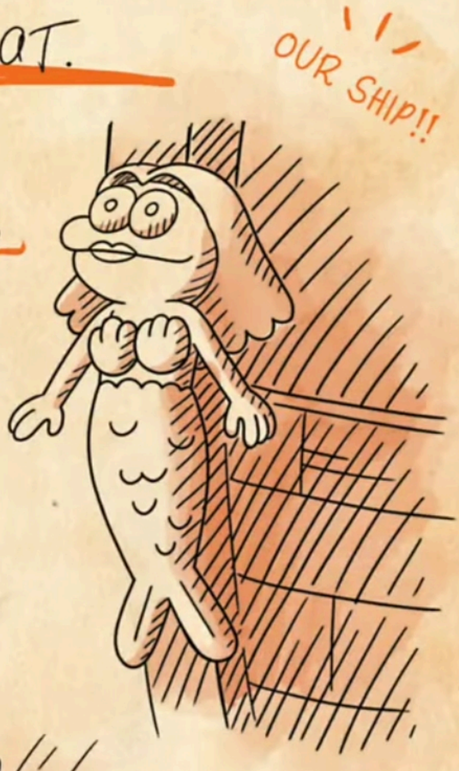
ENTRY 33

FUMING, I **stormed into the throne room to make my case to Andrias.** Lady Olivia told me they were in a private conference, but I didn't even care! An **injustice** was being done, and it HAD to be corrected.

Andrias was sympathetic but, despite having my back, said **his hands were tied.** Apparently the Night Guard has a discretionary budget and full authority to decide their missions. Red tape bureaucratic nonsense blah blah. He apologized and gently told me to let it go and trust Albert's judgment. After all, the cult's threat is seemingly under control.

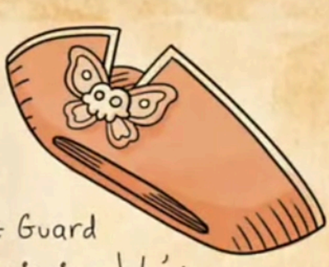
Well I say NUTS TO THAT.

So I snuck into Olivia's office and spent the last hour digging for info on Dawnblood Island. I found the manifest of a ship heading in that direction. It sets off at dawn, and **I might have maybe snuck a few extra names on the register.** What Albert doesn't know won't hurt him. My team NEEDS closure, and I NEED a satisfying conclusion to this story arc.



The Green Lady

ENTRY 34



We've boarded the giant galleon (called **The Green Lady**). It will take about 3 days to reach Dawnblood Island. Femur, Kettle, Javi, and I are not sailing as Night Guard members, but as companions with a shared mission. We've **disguised ourselves as a crew of adventuring sailors** which I've named ***The Red Skull Moth Gang*** - the moth symbolizing TRANSFORMATION and Red Skull Gang from the iconic anime Death Angel, Winged Academy. ^_^ It's mega underrated, Jo.

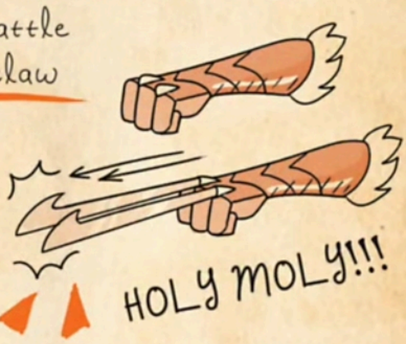
Traveling with us is a VERY cool newt by the name of **Yunan**. Excuse me, correction-

"GENERAL YUNAN, SCOURGE OF THE SAND WARS. DEFEATER OF RAGNAR THE WRETCHED. ANNNNNNNND THE YOUNGEST NEWT TO EVER ACHIEVE THE RANK OF GENERAL IN THE GREAT NEWTOPIAN ARMY!"

No joke she shook each of my crew's hands and said that FULL introduction EVERY TIME... and I LOVE it! Yunan has beautiful bright red skin, fearsome metal armor, and big ol' retractable metal claws!

She seemed very suspicious of me, only referring to me as "the human" despite telling her my name multiple times. Maybe I'll get to know her better, and we can be friends one day. :O MAYBE SHE'LL JOIN OUR C&C CAMPAIGN!!!

Based on what I've pieced together from gossip among the frog deckhands, Yunan is on **a secret mission to capture a toad** named **Grime** who abandoned his post and went into hiding after failing to suppress a frog rebellion. A frog sailor who was tying some knots leaned over to me and whispered that this mission must **hit close to home** for Yunan. When I asked what he meant, he blew on his pipe and croaked that **"everyone knows the tale o' Yunan."** She's the only child of an **infamous knight** who abandoned his comrades in a fierce battle decades ago, forever tarnishing the Longclaw family name. I guess she hopes catching this traitor toad will **make up for her father's cowardice** and restore honor to her name. I'm rooting for her! Nobody should be defined by one past mistake.



Anne... Sasha... I hope you're okay. I miss you both so much. After I get my gang their closure I WILL. COME. FIND YOU. No more side quests. I need my trio ;-;

ENTRY 35

Pirates!

We were attacked by freakin' PIRATES!!

Led by a barnacle-encrusted toad named **Greenbeard**, they boarded us and demanded we surrender our valuables.

They were NASTY-looking characters armed to the sharp-and-rotting teeth. The sailors all dropped to their knees and emptied their pockets. But as scary as these scallywags were, I don't think they expected **4 fully trained Night Guard rangers and a freakin' intense GENERAL to be on board!**

With a battle cry and a satisfying ***shiiing*** Yunan extended her claws and leapt into the fray - the rest of us close behind. In what I can only describe as a chaotic, no-holds-barred melee, **we subdued the pirates with surprising ease.**

That is, until Greenbeard admitted **they weren't really pirates, just a theater troupe** who had taken method acting a bit too far as they prepared for their production of "**The Pirates of Toadzance.**" We all chuckled over the misunderstanding... until Yunan flashed a fangy grin and TOSSED THEM OVERBOARD!

!!

I'll try to make it to opening night...

gift from Greenbeard

Fig. 9
mantis-ray

As the "pirates" paddled desperately toward their ship, **a horde of mantis rays** began to swarm. Call me a softie, but I don't think bad acting should be punishable by death!

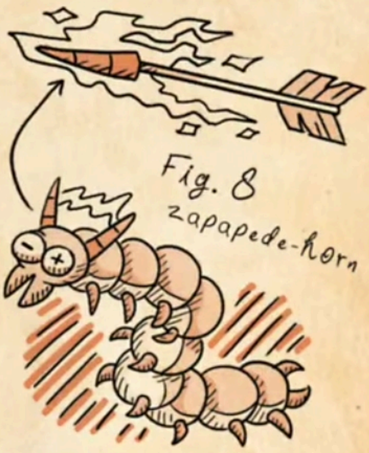


Fig. 8
zapapede-horn

I loaded my wristbow with zapapede-horn stun bolts and fired off a volley. The disoriented rays swam themselves in circles just long enough for Greenbeard's crew to reach their vessel. PHEW.

Note to self: DON'T mess with General Yunan.

ENTRY 36

We just had an INTENSE Creatures & Caverns sesh.

There was a killer atmosphere as the waves gently rocked us below deck. The lanterns swayed as a cool ocean breeze blew through the portholes. It was a **Cavernmaster's dream.** Really helped us focus on the characters - which actually helped me get to know my team a lot better too!

Sly McSheaths

lvl. 3 GOBLIN THIEF

multilingual but can't write (lol)

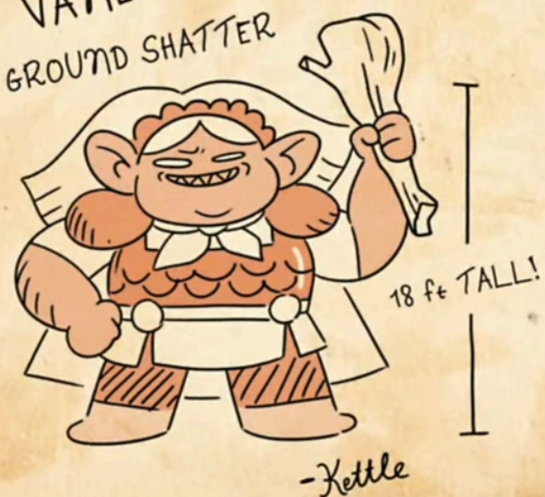
-Javi

Javi dropped his cocky persona and showed himself to be quite **the hopeless romantic.** Behind all the wisecracks and ego, he's actually a vulnerable (maybe a little insecure) guy just looking for approval.

LADY VANESSA

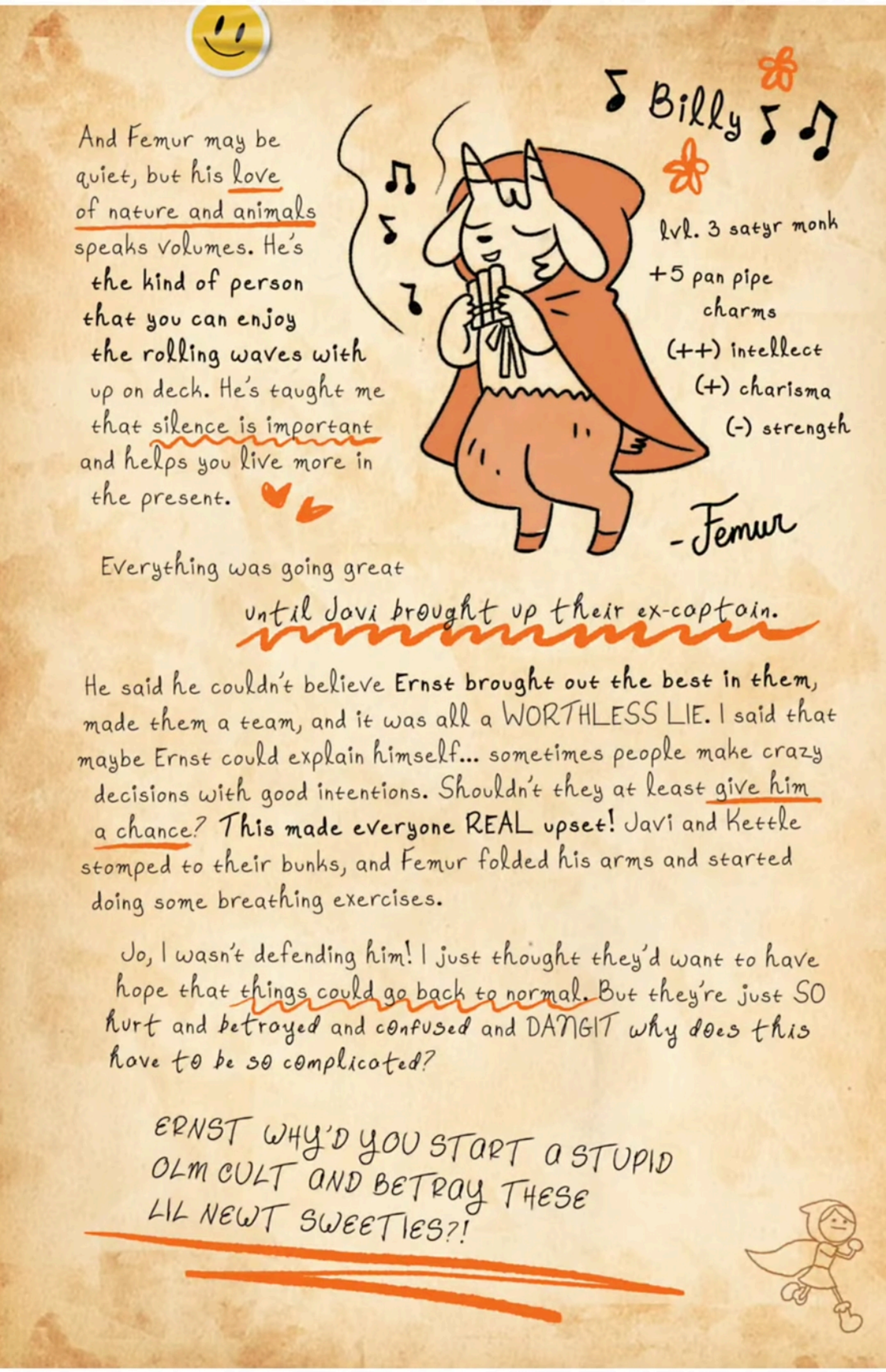
lvl. 3 ogre warlord

GROUND SHATTER



-Kettle

When Kettle's temper is cooled, she's not all bluster and rage. In fact she's actually a **very hard worker,** super focused on achieving her goals. Once she got in the gaming zone, she kept tabs on the stats and tracked her rolls like a TRUE NERD (and I mean that as a compliment)!



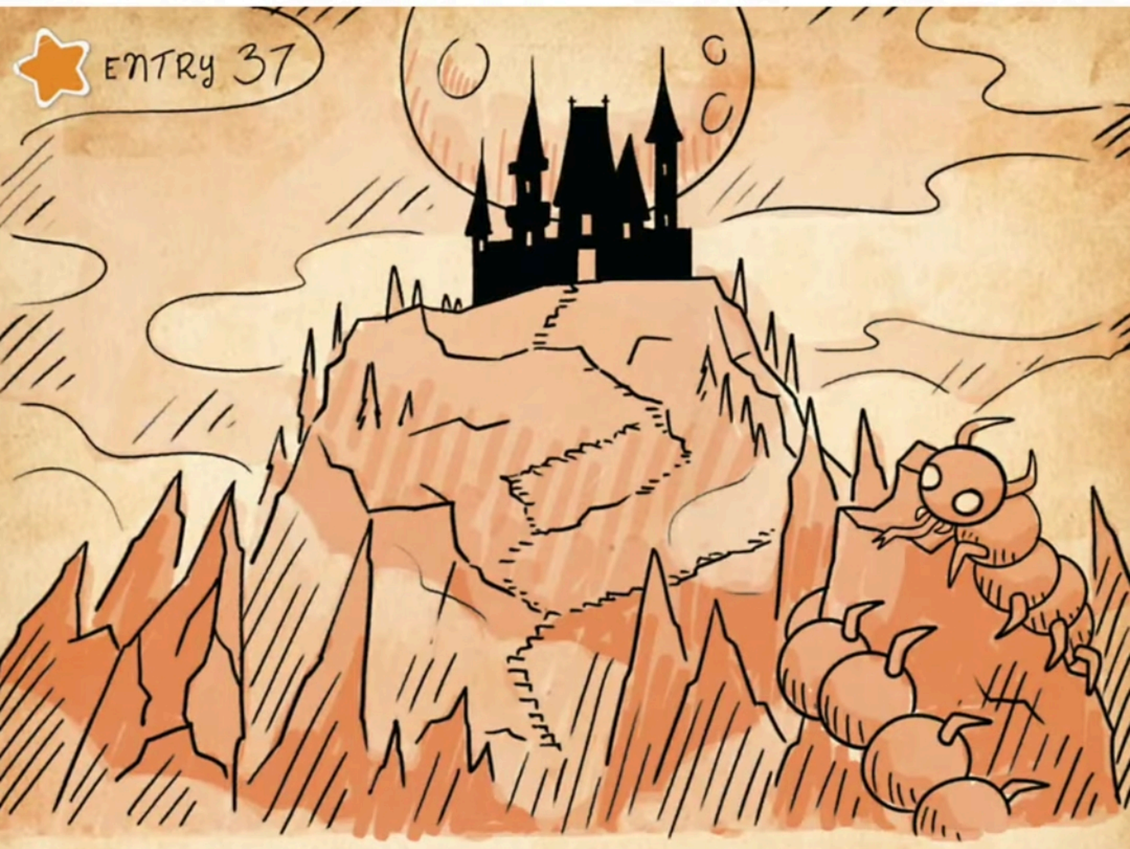
And Femur may be quiet, but his love of nature and animals speaks volumes. He's **the kind of person that you can enjoy the rolling waves with** up on deck. He's taught me that silence is important and helps you live more in the present.

Everything was going great until Javi brought up their ex-captain.

He said he couldn't believe **Ernst brought out the best in them**, made them a team, and it was all a WORTHLESS LIE. I said that maybe Ernst could explain himself... sometimes people make crazy decisions with good intentions. Shouldn't they at least give him a chance? **This made everyone REAL upset!** Javi and Kettle stomped to their bunks, and Femur folded his arms and started doing some breathing exercises.

Jo, I wasn't defending him! I just thought they'd want to have hope that things could go back to normal. But they're just SO hurt and betrayed and confused and DANGIT why does this have to be so complicated?

ERNST WHY'D YOU START A STUPID OLM CULT AND BETRAY THESE LIL NEWT SWEETIES?!



It's been a couple days since my last entry. We've just reached **The Dawnblood Islands.** Yunan dropped us off and said she would return for us after she'd "caught the traitor Grime."

A quick scan of my surroundings and... WOW what a crazy place. True to its namesake, the rocks here are all BLOOD RED. **Barren trees** and **strange snake-like insectoids** (or millipede-like serpents?) litter the landscape. It makes Cragmarrow Cove look like Gumdrop Gulch (a notoriously safe Newtopian tourist destination). Far in the distance, a **gothic-looking fortress** looms, casting a crooked shadow over the archipelago.

But are we gonna be scared off by a bit of jagged geography? NO!

Well, Javi yes, but Kettle's teasing seemed to steel his nerves. And so **together we press on toward the castle!**

Found out Yunan and I met once before. At the hospital my first week in Amphibia (apparently she even signed my cast). I think it hurt her feelings I didn't remember - though she claimed not to care. Maybe that's why she acted so cold to me. But in my defense I was totally knocked out on painkillerpillar saliva!

ENTRY 38

There's a lot more to this island than meets the eye.

All around we're finding these **strange ruins...** with architecture like nothing I've seen in Amphibia. I would almost describe them as FUTURISTIC. As if this medieval world was once highly advanced. But that doesn't make sense.

I have SO MANY QUESTIONS. Is this a lost civilization? Was a Newt golden age snuffed out by some cataclysmic event? IS TIME TRAVEL A THING HERE!?

I found an old inscription on one of the ruined walls and sketched it on the next page... if I can figure out these runes I might finally get some answers.

Javi and Kettle keep telling me to focus on the mission - and they're not wrong - but I just GOTTA dig into the **lore of this world**, Jo. I'll wait till we've dealt with Ernst before I think any more about it...

ENTRY 39

ENTD

ಇವತ್ತು ಇಡೀ ದಿನ ಏನೂ ಮಾಡಲಿಲ್ಲ ಅಲ್ವಾ ನಾನು?
ಬೆಳಿಗ್ಗೆ ಅಷ್ಟೊತ್ತಿಗೆ ಎದ್ದು ಸ್ನಾನ ಮಾಡಿ ರೆಡಿ ಆಗಿದ್ದೆ. ಆಮೇಲೆ
ಇಷ್ಟೊತ್ತಾದರೂ ಇನ್ನು ದಿನದ ಯಾವ ಕೆಲಸವೂ ಆಗಿಲ್ಲ
ಅನ್ನೋದು ನಿಜ. ಆದರೆ
ಅಷ್ಟೊತ್ತಿಗೆ ಅಷ್ಟೊಂದು ಕೆಲಸಗಳನ್ನು ಇಟ್ಟುಕೊಂಡು ಏನು ಮಾಡಲಿ?
ಅಲ್ಲದೆ ಇವತ್ತು ಮಾಡಬೇಕಾದ ಕೆಲಸಗಳೆಲ್ಲವೂ ಅಷ್ಟು ಮುಖ್ಯವಾದವೂ
ಆಗಿರಲಿಲ್ಲ. ಅಷ್ಟಕ್ಕೂ ನಾನು ಏನೂ ಮಾಡಲಿಲ್ಲ ಅಂತ ಯಾರು ಹೇಳಿದ್ದು?
ಮಾಡಿದೆನಲ್ಲ. ಇದು ಸಾಕಲ್ಲವೆ? ಇಷ್ಟೆಲ್ಲ ಮಾಡಿದ್ದೇನೆ ಅಂತ ಹೇಳಿಕೊಳ್ಳಲು
ಇಷ್ಟೆಲ್ಲ ಮಾಡಿದ್ದೇನೆ ಅಂತ ಹೇಳಿಕೊಳ್ಳಲು

ENTRY 41

Something BIZARRE just happened. As I was feeling the castle wall looking for clues, a secret passageway opened before us. The strange part is **the entire wall glowed green** and then began to **rearrange itself** to create an opening and a stone path leading inside. I didn't feel a secret catch or button... so I don't think it was activated mechanically. But then what DID cause it to happen?

Weirder still, Javi SWEARS that as the door opened **my eyes also glowed green**, which is ridiculous because my eyes have always been a dull brown. I mean, I WISH I had green eyes haha. Kettle theorized that somehow, some way, this ancient fortress was aware of us and giving us access.

I've read of curses and low-level illusions, but nothing of that scale or complexity. Was it a rare/forgotten magic? Or maybe connected to the ancient technologies found on the island?

There are so many mysteries in this world...

To research after mission:

1. Ancient newt society
2. History of Newtopian technology
3. Magic (green magic?)
4. Spontaneous eye color change

I'd look cool, RIGHT!?

ENTRY 40

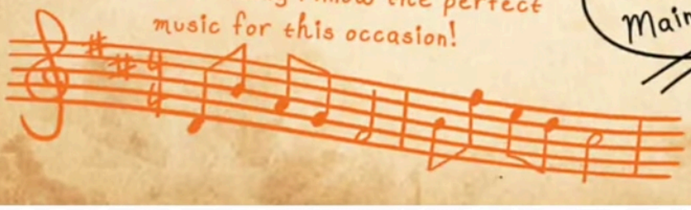
We have arrived at Dawnblood Castle, but there's seemingly **no way inside.** Like the rest of the island structures, this castle's architecture shows **signs of highly technological advancements** long-since brought to ruin. I can see the remains of what look like laser(?) cannons overgrown with moss. ?!

I suspect the missing entrance may be connected to a similarly advanced mechanism, now abandoned and unknown to us... Makes for quite a puzzle... which is music to my ears!

Speaking of music, I've been playing some violin for inspiration as we set up camp outside the castle walls. I'm not much of a bard, but Mr. Kaiser (my orchestra teacher) always said that violin is **fuel for the brain**, so hopefully it helps us get in the riddle-solving spirit.

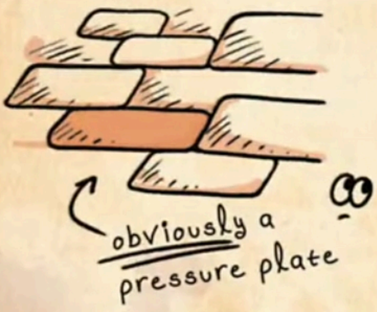
Good thing I know the perfect music for this occasion!

Vagabondia Main Theme



ENTRY 42

This place is JAM-PACKED with traps.



Mostly your standard medieval type (spikes, heavy weights, trapdoors) - highly predictable and handled with ease. I'm sure the castle's architect didn't account for an adventurer with 100s of hours experience designing dungeons in CaveCraft mods.

Still, for a building that seemingly "INVITED" us inside, it sure doesn't appreciate us poking around!

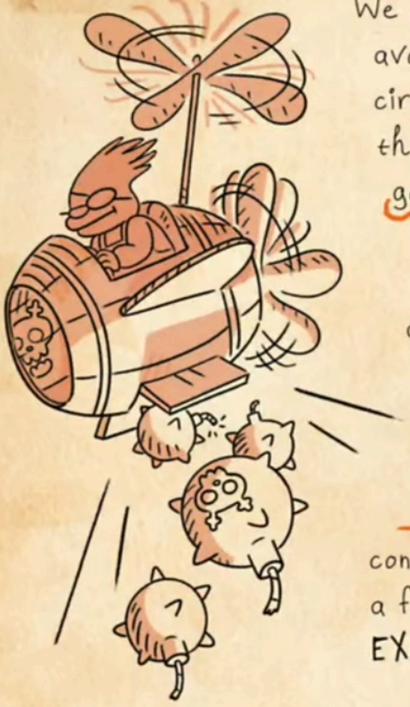
Everything was going smoothly until we reached a chamber with high-vaulted ceilings at the heart of the castle. That's when the difficulty got CRANKED. UP.

The doors latched shut, and the room filled with gas.

A small steampunky flying contraption emerged from the rafters above. A high-pitched voice with a weird accent echoed out:
"Bravo for making it this far, mon cherie, but if you want to reach Ernst you first must face me."
Looks like our big bad has his very own mini-boss!

concealing an alcove with a portrait?
SO cliche.

ENTRY 43



We placed our cloaks over our mouths to avoid breathing the gas as the copter circled overhead, **dropping strange bombs** that exploded into tendrils of purple goop and tried to wrap around our limbs and hold us down. It was a hard-fought battle, fighting off many tricky traps and mechanisms while attempting to return fire with our wristbows.

I was **finally able to identify** a critical weak point in the copter's construction. I NAILED IT DEAD-ON with a flaming bolt, and **the entire machine EXPLODED in the air.**

The pilot ejected at the last second and fell to the floor HARD.

To our surprise, she was just **a scrappy lil newt** – with spiky hair, sickly green skin, an eyepatch, and big teeth – who identified herself as "BOMME FRITE."

Kettle and Javi were ready to jump in with a good cop/bad cop interrogation, but (to Kettle's disappointment) **Bomme fizzled right away.** She was only an engineer who turned mercenary to fund her experimental gadgets, she said, and she told us she'd answer our questions if we spared her life. She even gave us the key to the throne room and disarmed the remaining traps.

Strangely, Bomme had **no knowledge of the cult** and claimed Ernst never even mentioned olms or archives. He hired her recently, paid up-front (with an absurd amount of gold), and mostly kept to himself upstairs.

I thanked her and said to find our camp where we'd return when we finished with Ernst. I told her that the Night Guard might be interested in recruiting her – her contraption really was impressive. As Bomme scurried off to safety, we **readied ourselves for the REAL battle about to begin.**

ENTRY 44

We burst through the door to find Ernst sitting on the throne, wearing a heavy suit of solid gold armor.

Not only that, but his entire throne room was COVERED in riches. Gold coins, rubies, goblets encrusted with jewels, you name it! Ernst smiled, **"My old friends, I'm so glad you could make it."** Javi told him to spare the charm and GIVE US SOME ANSWERS. "Or we'll knock 'em out of you," Kettle snapped.

Ernst laughed. He had no plans to lie, trick, or fight us. **The truth was simple**: an anonymous benefactor came to him with a very unique offer - fake his death, burn all historical documents pertaining to a specific legend, and use the name of the olms as a scapegoat.

"But WHY?" I asked. "You were a mentor and hero to these three. A soldier of righteousness!" Ernst sneered, **"I didn't ask for that burden!"** He said being regarded as a hero was SUFFOCATING for him - that the more he tried to follow the path of justice, the more he felt crushed by the expectations of others. The more **he yearned for an ESCAPE...**

This shadowy benefactor offered what Ernst wanted most of all: a fresh start, a clean slate, **the chance to escape his dull reality**, and countless riches to live out any destiny he chose for himself. "I did the job he asked, and I've gotten my reward. Simple as that."

Kettle was red with rage, "So why did you tell us to come here?" Ernst explained that the bond he formed with his cadets was real even if he couldn't bear the Night Guard life.

He wanted to **invite them to join in the adventures of his new life**, so long as they proved themselves worthy by fighting their way through the castle and making it to him alive. "Now my fresh start can be all of ours together."

The team was NOT having this. Kettle told him he was delusional. Femur spit on the ground in disgust. They seemed more upset at his offer of friendship than his initial betrayal. Javi said he'd never truly have a clean slate because his conscience would always be stained with the crimes of his past life. Oof. Harsh stuff!

"Pity. Well if you won't be part of my new chapter," rasped Ernst as he drew the biggest sword I have EVER seen, **"Then I'll just have to remove you from the story."** Not gonna lie, Jo, evil monologue complete with tragic backstory, quippy threat, and an absurdly huge weapon? If Ernst had some dramatic theme music he'd be an S-tier JRPG vill-

ENTRY 45

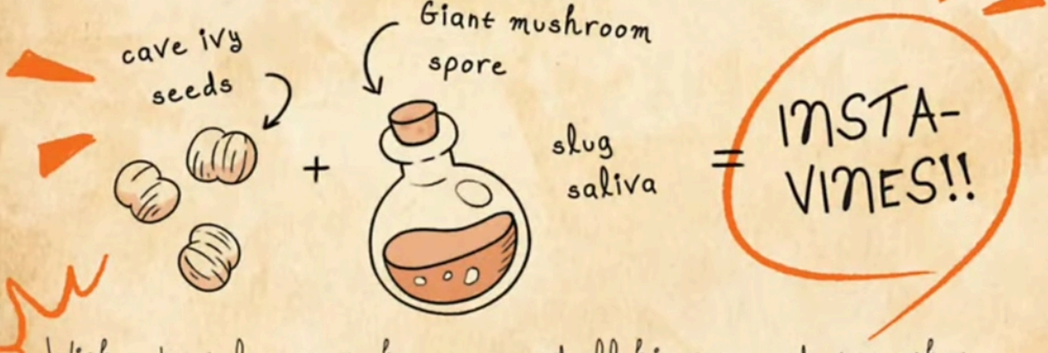
WHAT A SHOWDOWN. Despite our skill, **we were no match for Ernst.** He was as agile as Javi, tough as Femur, and strong as Kettle. Anyone who locked blades with him would get easily tossed aside, and our weapons clanged off his heavy golden armor. He managed the 4v1 like a master tactician. **This guy maxed all his stats.** He was honestly OP!

Slowly Ernst was wearing us down. I scanned the room for anything that could help turn the tides of the fight. There was nothing but stone walls and ivy growing on them. Looking at the plants, **I had a stroke of BRILLIANCE, Jo!** While my team had Ernst's attention in battle, I snatched some seedlings off the wall and **began to make a potion...**

Ernst knocked Femur out cold with a sharp bonk on the helmet from his sword's hilt. While Kettle emptied her quiver, Javi crept up behind for a sneak attack. Ernst didn't fall for it - he swung around suddenly, slashing his blade in a wide arc. Javi tried to dodge away but **took a deep slash across his chest.** Kettle ran over to Javi's aid, and Ernst pounced while she was distracted. He flung her full across the room like it was nothing.

I was just finishing my potion when Ernst turned his attention to me. He pinned me against the stained glass window and put his blade against my neck. "The new captain, eh? Pity you won't live to learn what I have learned - that **deep inside every hero... is the seed of a villain. A beautiful dark flower waiting for the chance to blossom...**"

Ernst had teed me up for the perfect comeback, Jo. I looked him right in the eye and said "speaking of seeds, **ENJOY THIS POTION!**" as I poured it down the back of his breastplate. I escaped his grasp while he looked down in horror. The seeds I had treated with my handy growth accelerant mixture were taking hold within his bulky armor! **Roots emerged from the gaps in the plate**, and Ernst's movements were stiffening.



With a brutal warcry, he summoned all his rage and strength to raise his blade and finish me off with a final swing. There was a sickening **CRACK** like a branch snapping off a tree. **Ernst was frozen completely in place**, stuck mid-swing. A wooden statue encased in gold. The weight of his giant sword tipped him slowly backward. He looked at me with hatred in his eyes as he finally toppled over, CRASHING through the stained glass window and plummeting into the ocean below.

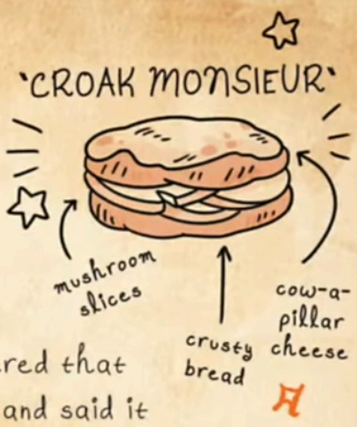
Ernst was no more. Nothing remained of his legacy but a room full of **strange ancient coins and a single scroll** he must've saved from one of the archives. Maybe later when I can translate the text it'll provide some answers. For now, I gathered my wounded cadets and headed back to camp.

ENTRY 46

ALL ALONG THE WATCHTOWER WAS RIGHT, THE MAN
WHO LIVES ON THE MOUNTAIN WAS REAL
AFTER ALL. ALTHOUGH WHAT WAS
THE MAN WEARING WAS NOT
SUITABLE FOR THE WEATHER AT
ALL. I WAS ABLE TO
SPEAK TO HIM. HE
TOLD ME HIS NAME
WAS SOMETHING
UNPRONOUNCEABLE,
SO I CALLED
HIM... BOB
INSTEAD. HE
WAS VERY
KIND AND
OFFERED
ME SOME
FOOD. I
WAS SO
HUNGRY
THAT I
ATE IT
ALL.

ENTRY 47

Femur and Kettle are recovering well, and Bomme Frite is making us meals (she makes a mean "croak monsieur"). Javi, however, has a **pretty deep gash**, and he's in rough shape. **Kettle hasn't left his side.** While tending to his wound, with tears in her eyes, she brushed his hair and whispered that everything was going to be okay. Javi smiled and said it was "weird to hear her being so nice to him"



days until Yunan picks us up |||

Javi has stabilized much to our relief. He's even making sarcastic remarks again instead of being sincere! Unfortunately there's no sign of The Green Lady days after it should've arrived to pick us up. I'll report back, but it looks like we might be marooned!

|||| || **days we've been stranded**

While exploring the island, playing some tunes on my violin as I foraged for fruits and berries, I came across **a large wild sparrow**! He has a fluffy white belly with rusty orange feathers and a scar across his left eye. He cooed at me and tilted his head quizzically. Jo. He is such. A. HANDSOME LIL FELLA!!!! I put down my violin and tried to approach, but he flapped his wings aggressively. I whistled my best bird call, but he recoiled and squawked in disgust. Let me tell you, Jo, I have NEVER WANTED ANYONE TO LIKE ME MORE - WHICH ONLY MADE ME MORE AWKWARD.

But then something amazing happened...

The sparrow sidled up to my violin on the ground and plucked a string with his beak, then he motioned to me with his head. **He wanted me to play him a song!!** I chose my favorite piece, "Clair de Lune," and he quickly picked up the melody and chirped along in harmony. What a fast learner. I love him so much, Jo!

He scooped me onto his back and took off into the air. What a feeling! Just me and my new sparrow friend soaring over the island with the wind at our backs. He took me back to camp, and I told him we were stranded. I know he can't understand me, but I feel like he can, y'know? He seems to sense my concern for my injured cadets and keeps trying to pick them up with his beak and put them on his back. I think he wants to help fly us home!

ENTRY 48

It's been many days since Joe Sparrow brought us to Newtopia (I named him Joe Sparrow btw). Sorry I haven't been writing. I was helping my team recover as best they could. Ernst's betrayal clearly left some deep scars, much worse than the physical wounds he gave them. Nobody's been quite the same since that night.

And a LOT has happened since we got back. Where do I even start, Jo?

I went to Night Guard headquarters looking for Bomme Frite (she has been hired as chief engineer) and was told she had been assigned to the East Tower to assist a "**Lord Bufo**" with weapon development. She left me a written message and **one of Ernst's ancient coins.** Her note thanked me for the job and informed me that this coin was rare and easily 1000 years old. The "mysterious benefactor" had been paying Ernst with these bad boys, so if we trace their origin... **we might find the culprit!**

Javi and Kettle confessed their love for each other - can you believe that?! Apparently **this whole Ernst business brought out their true feelings.** I honestly thought they didn't like each other that much. I guess it was actually a tsundere situation XD.

They decided to leave the Night Guard and move to a quieter town to live together in peace - a place called Stony Gulch. I'll be sad to lose them... they were amazing cadets.

Femur is also retiring. Through a series of grunts and nods, he communicated to me that his true passion lies with nature and animals. He doesn't have the stomach for combat and **would rather nurture than destroy**, so he's going to find work as a shepherd. I told him that made perfect sense and offered my violin as a parting gift. He can use it to soothe his future flock.

Goodbye Javi, Kettle, and Femur! You were AMAZING quest companions - better than any RPG characters I've played with - but now it's time to find my friends!

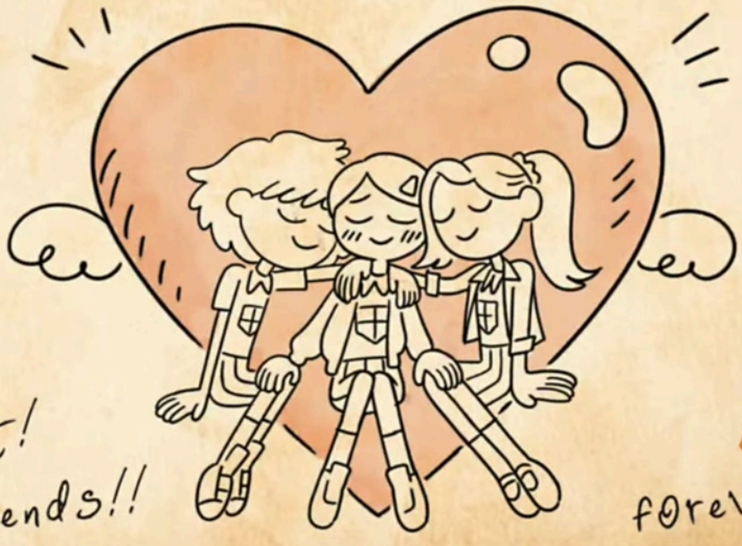
ENTRY 49

What an emotional rollercoaster.

I've had so much fun, learned so much and grown, met so many great people - even made a new BFF (bird friend forever ♥ Joe)... but there's also been so much pain, betrayals, dark mysteries with shadowy evildoers, and many lives damaged. The more I think about the Ernst saga, the less it feels like a grand RPG story with a simple ending where good triumphs over evil. It's all so MESSY and COMPLICATED and DIFFICULT and... well...

Truth is, Jo, I don't think I should tell Anne and Sasha that I knew about the music box and sent us here on purpose. Andrias is very wise, and he was honestly right from the start. It's just too **risky**, and I don't want them to be mad at me. Once we reunite and get our adventure started... then maybe... when the time's right and I'm SURE they'll understand why I did it... **but not right away. I can't ruin things like Ernst did.** No more broken friendships. It'll be better this way.

Anna Banana, Sashy, now that my Night Guard adventure is over, I'm going to use Joe Sparrow to start combing Amphibia for you both.



best! friends!!

forever!!!

ENTRY 50

I finally met with King Andrias for the first time since I left on my "secret" mission. He was stern at first about the whole thing, saying he was worried for my safety on such a dangerous mission. **Then he dropped the whole stiff monarch act** and burst out laughing, saying he heard all about my success and that he was **PROUD OF ME** for taking initiative! AW SHUCKS!

Even better? **He PROMOTED ME to royal advisor!!!** He said my skills were too valuable to be wasted on the Night Guard ^.^ and he'd rather have me under his watchful eye at all times, making sure I'm in a position to properly serve the kingdom.

OH OH and Andrias gave me a super thoughtful gift. He had the finest Newtopian blacksmiths work with the finest Newtopian bird scientists to craft **a set of bea-UTIFUL golden armor for Joe Sparrow** (since he's now an official member of the royal court as the King's Advisor's Trusted Steed hehe).

Best boss/monarch/friend EVER.

I took this opportunity to **ask King Andrias about Ernst's coin** - as "peacekeeper of 1000 years," he must know SOMETHING about it. He took the coin and lifted it up to his giant face, squinting, deep in thought. Suddenly he shrugged, saying he wasn't "one of those weird guys who's super into coins" but that he'd look into it.

Just as I was about to thank him, three little bespectacled newts come running into the throne room screaming at the top of their lungs -

"SIRE, THE BARBARIANTS ARE UPON US!"

ENTRY 51

THE BARBARIANTS.

Based on my studies, these bloodthirsty insects swarm every 10 years. After the queen has grown their horde, they go out and **ravage everything in their path**, turning towns into anthills, where **the queen will spawn more ants** for the next cycle.

This time they've gotten bold and tunneled RIGHT UP TO NEWTOPIA! **My task** is to find a way to defeat or divert the ants before they can reach and breach the city walls.

The three newts from before - Branson, Bartley, and Blair (I've coined the nickname **Triple B** hehe) - are some of the palace's **top analysts**... The four of us are putting our heads together in a little tent just outside the city.

Triple B (lol)

I gotta say, if these three are the best Newtopia has to offer... WE MIGHT BE IN TROUBLE. They are **constantly bickering** about the best way to do things! Luckily, as a top RTS player (almost went pro last summer), I'm no stranger to coordinating and improvising battlefield tactics, and I've cooked up a pretty brilliant strategy to take out these ants. Behold:

THE STINK SHR

Triple B had some egg samples on hand!

surprisingly light

Actually, hold that thought, Jo! **Some poor little traveling frog family** (probably tourists) is apparently pinned down by barbariants outside the city gates! Don't they know we're on lockdown?!? There's ant holes everywhere!

BRB, I GOTTA GO HELP THEM!

ENTRY 52

Reinforce rope with ironspider silk?

AUUUUUUUUUUUUUUUUUUUUUUUU
UUUUUUUUUUUUUUUUUUUUUUUUUU
UUUUUUUUUUUUUUUUUUGHHH!!!!!

I'M SO SO SO SO SO HAPPY! I can't... it's incredible!!!! I need a chance to catch my breath.

Note to self: non-flammable cloak preferable

Elder frog. Cranium: 62cm. Wrinkles caked with soil. Valley farmer maybe?

ANNE IS HERE! ANNE BOONCHUY! LIKE, MY BEST FRIEND from back home - ANNE! The sweetest goof that ever was! The gal who can serve a tennis ball faster than anyone I know! THE ONE WHO CAN SHOOT BOBA OUT OF HER NOSE. ANNA BANANA HERSELF IS IN THE HOUSE!

So the frog family that was stuck outside? Turns out it was Anne's found family! YOU READ THAT RIGHT. HER FOUND. FAMILY. It is SO cute! MY ABSOLUTE FAVORITE GIRL LIVING MY ABSOLUTE FAVORITE TROPE!! They totally cling to her and love her so much!!!! I can't believe Anne's been in Frog Valley this whole time!

OK, I gotta take care of these Barbariants, but when I get back I'LL TELL YOU ALL ABOUT ANNE. I could fill pages talking about her - and probably will! I'm just so happy. ; . ;

Not only is Anne safe, but it looks like she's THRIVING.

ENTRY 53

Okay, so **we totally kicked the Barbariant Queen's butt and sent those bugaroos packing!** My stink shrooms proved so effective I think we could plant them on the cliffs around the city to keep these pests away for good!

But anyway, onto the stuff you're really here for, Jo: more details about ANNE!! And my preliminary notes about her found froggy family :3

HOP POP - **elderly grandpa and patriarch of the fam.** Vegetable farmer and proud of it (a fellow vegetation nut ^.^) Stern and strict but in a loving way, y'know? Like VERY protective of his grandchildren... wonder why.

POLLY - MISCHIEVOUS and RAMBUNCTIOUS little pollywog! Seems to have some degree of **battle-lust?** Very **opinionated** from what I can tell. Younger sibling but quite bossy toward her older brother!

- Violence behind eyes (not sure if my drawing conveys this...)

- Pinchable lil cheeks (tho I wouldn't dare)

SPRIG - Now THIS little fella was interesting. He is **cute, chipper, and likes Anne a LOT.** He was VERY suspicious of me for some reason. I tried not to push it too hard (for once) despite really wanting Anne's best frog friend to like me.

He seems to have a short attention span and is **prone to both accidents and danger** - much like a certain someone we know, Jo (by which I mean me, in case that wasn't clear)! By the end of the mission, he seemed to warm up to me, which is a relief... I don't think I could handle any awkward tension or friendship triangles with Anne.

ANNE - and as for the girl herself, Anne seems **healthy!** She's still wearing her ratty school uniform. Plus, she's missing a shoe (her sock is SOAKING wet, yuck). AND she seems to **perpetually have gunk in her hair?!** Like, a TWIG would fall out as she was rolling around battling ants, but by the time we emerged from the hive... boom, a NEW TWIG had somehow gotten stuck in there. Very curious. Could Anne's *iconic curly hair* be creating a static charge that attracts all this swampy debris? Unclear. But I do like the **fish-out-of-water look** it gives her!

Oh, Anne... it's SO GOOD to see you again.

ENTRY 54

After reporting our success to Lady Olivia, Anne and I finally got to have a chat by ourselves and... ugh... well, the good news is **she actually already found Sasha!** But it sounds like there was some *real trouble between them in a bad way...*

Oof, not what I wanna hear.

She filled me in on the details after we looked at some photos of her happier adventures. Apparently Sasha ended up living with **a local toad warlord named Grime** (could it be the same Grime that Yunan was hunting? Or is that a common name here? Like Bob?) and was **helping him oppress the town** where Anne has been staying - a small farming community called *Wartwood.*

Anne told me that she and Sasha actually **fought with SWORDS** atop a TOWER and that *it ended with the two of them parting ways... as ENEMIES???*

I didn't want to press her for more details because I could see it was hard for her to even talk about.

I know Sasha can be a bit bossy and tough sometimes, but she's always MEANT well. I'm surprised Anne stood up to her... she never has before - *what's changed?*

what I imagine the fight was like hehe >:D

Well, it is now my mission and MAIN PRIORITY to make sure that, when we find Sasha, she and Anne work through this ~~problem~~ ~~issue~~ lil snag.

Our FRIENDSHIP is THE most important thing, and I'll do whatever it takes to **get it back to normal.** After all, we're here to share an amazing adventure together... not get into fights and split up! zz

I'm glad Anne's safe.
We'll find Sasha and make things right...

I SWEAR it.

ENTRY 55

Catching some burgers with Anne and the Plantars!

Did a little sketch of Polly - see below!

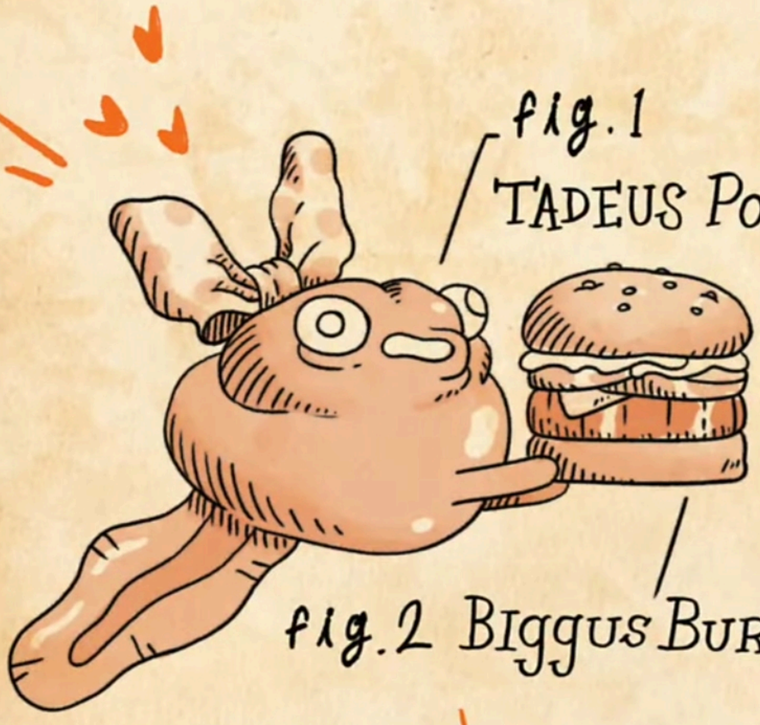


fig.1
TADEUS POLLOUS

fig.2 BIGGUS BURGERUS

She's so cute. AND FIERY! Frog help us all when this little firecracker grows her legs. She'll kick the world in the face.

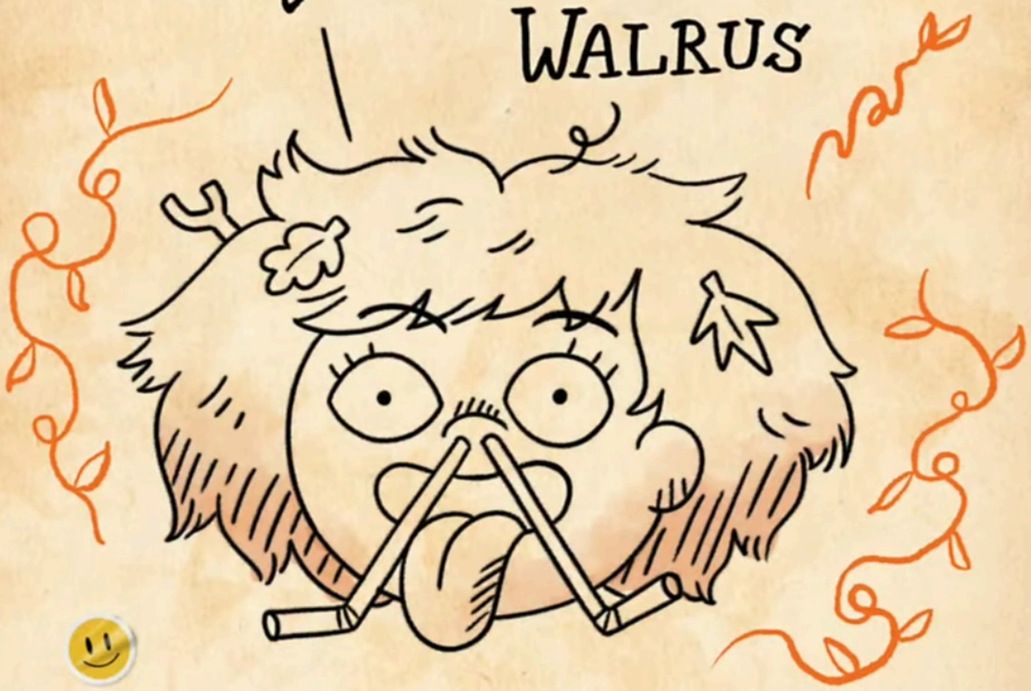
ENTRY 56

Also, here's Anne being a "Strawrus" lmao. Anne is the greatest.

I MISSED HER SO MUCH...

She can make anyone smile and laugh with almost no effort at all. Sometimes I wish I could be more like that...

fig.1 STRAWRUS WALRUS

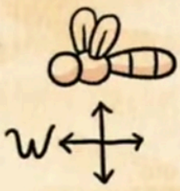


It is SO nice being with her again and seeing **how much she has grown!** She's still the same Anne in all the best ways but somehow **BETTER** too! More confident and sure of herself. It's like she got her **insecurity debuffs removed AND a boost to all her main stats!** I hope we can find Sasha soon - this experience HAS to be shared between all three of us!

ENTRY 57

scavenger hunt clues

1



2

3

this symbol looks familiar...

So after a crazy puzzlegram scavenger hunt, the Plantars, Anne, and I earned an **introduction with King Andrias**! I can't wait for Anne to meet him! He's definitely the best friend I have in Newtopia, and I'm sure they'll be fast friends too. They've got **some things in common** now that I think of it – both lovable goofballs with infectiously positive vibes!

Okay quick post-meeting update – ANNE HAS THE MUSIC BOX! Or I guess she sorta does anyway. Hop Pop apparently sent it to his trusted "contacts" for further inspection... BUT STILL! If we have the box, that means **we'll soon have the ability to go home...** or maybe even TRAVEL FREELY BETWEEN BOTH WORLDS? "Home" could be wherever we want it to be, whenever we want to zap ourselves there! No such thing as distance. That'd be amazing!

We can go ANYWHERE!!

AGH EXCITEMENT!

ENTRY 58

Anne had a phone pic of the music box, and Andrias noticed that **the previously colorful gemstones are now gray...** though he had no idea why. Very curious. King Andrias thinks we may be able to find information in the palace archives that could give us some answers on why the device lost its luster and (according to Anne) no longer works at all.

I didn't even know the palace HAD an archive! I'm surprised the Order of the Olm never targeted it during their whole library-burning crusade! King Andrias admitted to me in private that it contains his personal collection of materials and that not many people know about it. Plus, **only a fool would dare** invade the castle and grapple with Andrias in single combat! To the archives then, Jo!! I CRAVE ANSWERS.

Anne and the Plantars are being treated to a stay in **Newtopia's finest hotel** in the meantime - and THEY BETTA PAMPER THAT GIRL RIGHT!

She is a QUEEN!

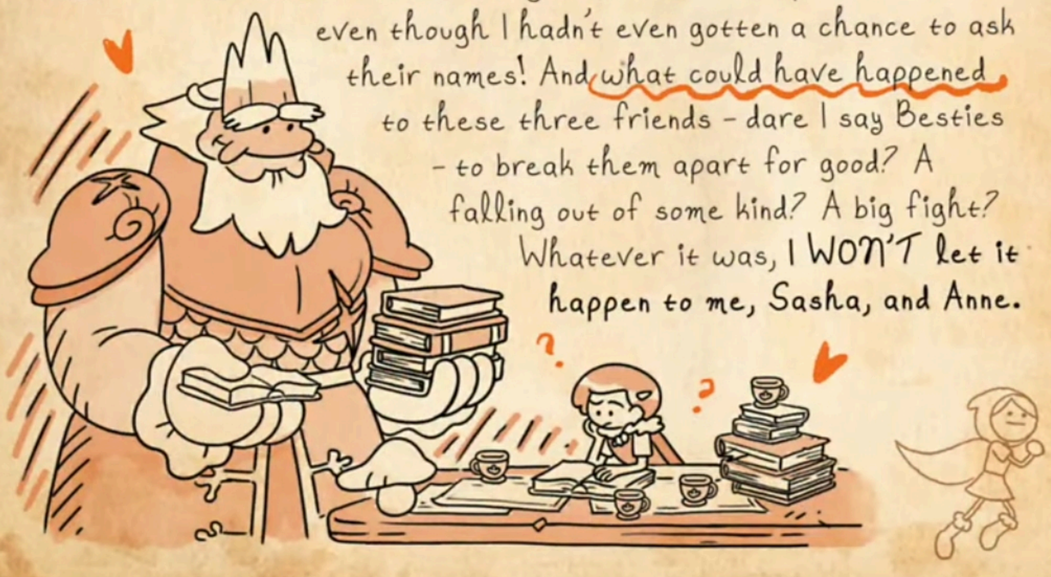
ENTRY 59

After a full day of digging through the palace archives, we've come up short. **Not a THING in here points to the music box.** Not even a reference to A music box. Heck, none of the literature even alludes to it metaphorically. WHERE IS THAT JUICY LORE??! On the plus side... it was nice to get some bro time with Andrias. I told him how wonderful it was to have Anne back safely in my company, and he told me it was touching how close we are as friends. :)

After pressuring him a bit (turns out elbowing and eyebrow waggling go a long way... if you literally don't stop OR say anything until they crack XD), he told me that he too once had **two very close friends...** a royal guard and a palace gardener. Back when King Andrias was merely Prince Andrias. The three of them would sneak into these very archives (when they belonged to Andrias's father, the previous king) and **draw mustaches on some of the book illustrations!!**

His trio sounds a lot like mine! **Three troublemakers with hearts of gold.** While Andrias was laughing at first, as he reminisced he got more quiet and somber. I could feel something deep within him... a **heavy regret of some kind.** OR I'M COMPLETELY MISJUDGING HIM BECAUSE READING FOLKS HAS NEVER BEEN MY FORTE T.T

In any case, he seemed hesitant to speak further as we walked down the rows of ancient books together. So I didn't press him - even though I hadn't even gotten a chance to ask their names! And what could have happened to these three friends - dare I say Besties - to break them apart for good? A falling out of some kind? A big fight? Whatever it was, **I WON'T let it happen to me, Sasha, and Anne.**



ENTRY 60

WE. FOUND. SOMETHING! MAJOR!!

A SECRET PASSAGE! With a long, dusty stairway down to a hidden library wing! Inside, there was a BOOK sitting on a pedestal... and boy did it look OLD! Andrias picked it up and flipped through it immediately to a page that had... wait for it... drum roll please... A PICTURE OF THE MUSIC BOX! Plus images of the gems, diagrams, the works!

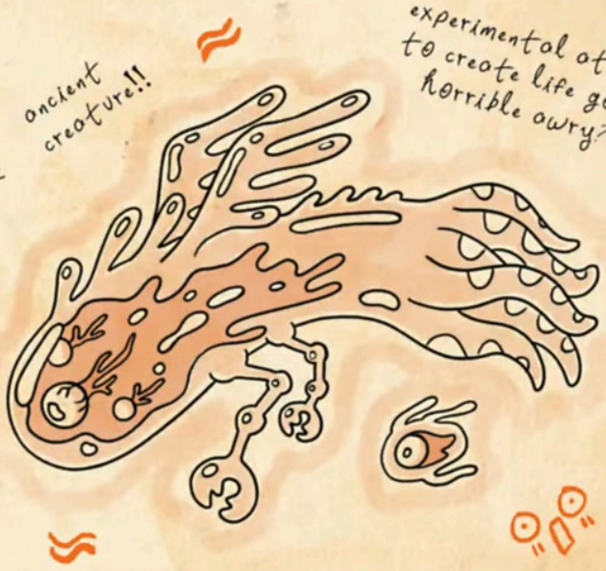
!!

Unfortunately, all of the text is written in an ancient Newtopian script that Andrias said would take some time to translate. Maybe after he's done I can use his translation as a Rosetta Stone of sorts and **finally crack this old runic script** I've been struggling to learn (it has turned out to be much harder than Portuguese btw).

It's ANCIENT!!

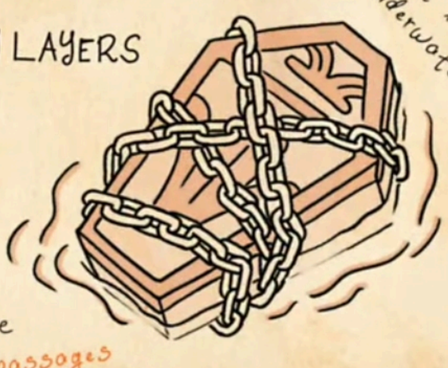
While waiting for Andrias to translate I've planned a WICKED sleepover here at the palace for me, Anne, Sprig, and Polly. We are gonna RAGE. ALL. NIGHT!!

Update - last night was insane. Also didn't sleep. And we're meeting with Andrias in a few minutes. Long story short - great pranks, junk food, scare dares, and apparently **ghosts are real.**



JK, but actually though what WERE those incorporeal floating corrosive blobbos? They seemingly break all the stylistic and natural rules of Amphibian creatures. Why - and HOW - is there a lush garden growing abundantly in the dark stony depths beneath the castle?

This world has SO MANY LAYERS of mystery and SO FEW answers... I hope Andrias found something in that ancient tome. Speaking of which, I'm gonna go slam a few dozen bugaccinos before I collapse.

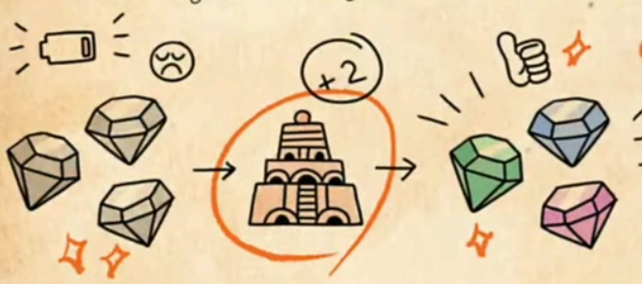


TWO hidden passages in One Week?! SCORE!!

ENTRY 61

Great news! King Andrias was able to **translate the book** and better yet - for the first time since I arrived in Amphibia - something has given me MORE ANSWERS THAN QUESTIONS!

Turns out the music box is thousands of years old, and **Andrias's ancestors used it to explore other worlds.** All news to Andrias btw. They must've locked away all knowledge of the box at some point long ago in their history. They wrote about and studied the gemstones and their apparently different energy types? Gray means they're **outta juice and need to be recharged** - each stone charges at a separate ancient temple. Andrias's ancestors only seem to have documented the location of one.



But that's plenty to work with! Now we have a quest, a destination, and a plan. We just need to gear up, study up, and ready up for our FIRST. ADVENTURE. TOGETHER! Oh, oh, and we can LOOK FOR SASHA while we're out on the road! This is PERFEEEECT!

Small wrinkle: **Hop Pop needs to return to Wartwood ASAP** for the harvest. So it looks like me and Anne will be splitting off from the Plantars going forward. It's sad for Anne, but I need her help prepping our quest more than they need her help picking crops. They all seemed pretty sad, so I suggested they spend the day together before the Plantars head back home to their normal life. Saying goodbye is tough, but it's necessary, and I'll help Anne get through it.

ENTRY 62

I don't believe it, Jo...

Anne decided to return to Wortwood with the Plantars.

I did suggest the idea, but only because they were all acting SO SAD (and tbh I still kinda thought **Anne would say no**). It made more sense for us to stay in Newtopia together, but... Like, I'll still meet up with her after I've finished my preparations, but I have to admit I feel a little weird about this. We're in Amphibia to get closer... to enjoy this adventure together... not...

NO MARCY STOP IT. GET THOSE THOUGHTS OUT OF YOUR HEAD! Anne loves those little frogs, and it's totally right that she should go spend more time with them before our big quest! We've got a lot of fun times ahead! I'M BEING SELFISH.

~~It just seemed like Anne didn't even WANT to stay with me.~~

BAD MARCY NO!

King Andrias found me outside the hotel and mentioned some kind of proposition. He could tell I was a little upset and said we'd talk about it after dinner (hopefully chickenfly nuggies - it's been a rough day and I NEED MY EMOTIONAL SUPPORT FOOD). I wonder what he wants to propose. He claimed I would find it very interesting...

ENTRY 63

I got a bit panicky during dinner. I think it REALLY hit me that Anne chose to go with the Plantors. Combined w/ the fact that she and Sasha are FEUDING... It kinda felt like **everything was just falling apart.** Credit to Andrias for talking me through it. He agreed that my trio might be drifting in a troubling direction but is **confident we can steer things back on track.**

He told me his ancestors believed **there were COUNTLESS worlds to explore and discover** - ones WAY crazier than Amphibia.

He suggested that after we fix the music box and recharge the stones... *why not hold off on returning to Earth for a beat?* Heck, he could even show us how to access these other dimensions and how to safely return... all I'd have to do is bring him the box fully charged.

I couldn't believe my ears - I could have countless adventures with my besties!!! Like Amphibia but over and over and better every time! And **we can be TOGETHER from the start this time!** Isn't that amazing, Jo?

With all that in mind, it suddenly didn't seem like such a big deal that Anne was gonna be in Wartwood for a bit. Our future looks bright now - so all that's left is to sort out the present **(charge the stones and find Sasha ASAP!!!)**

It feels weird to have ANOTHER secret to keep from the girls... but **I'm doing it for us.** Our friendship.

ENTRY 64

Okay Jo, I've managed to come up with a **basic translation key** for ancient Newtopian. Not only that, but I've loaded up on books, supplies, and medicines that will help us successfully conquer these temples and recharge the stones!!

I studied the hidden library book's limited info about the first temple. It's said to **test intelligence** so, from what I could glean, it's likely to be full of puzzles! I stayed up all night replaying every platformer, RPG, and gacha game I have on my phone to sharpen my wit. Overkill? Maybe. Did I need an excuse to do another marathon playthrough of my entire mobile game collection? ABSOLUTELY NOT.

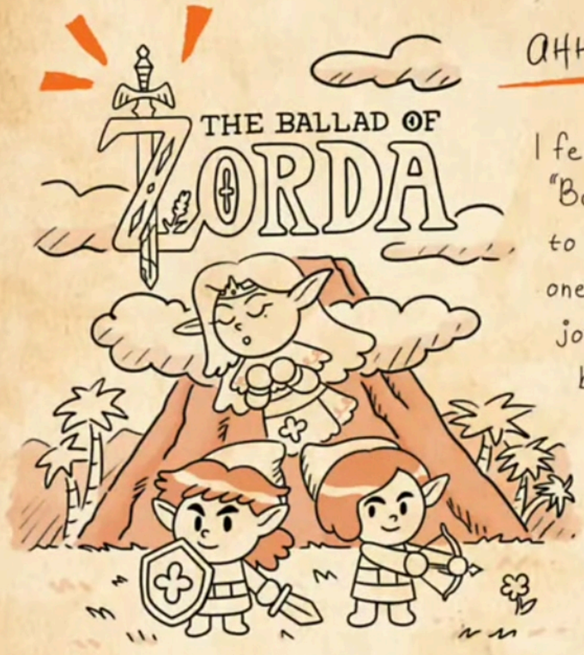
I leave at first light atop Joe Sparrow - destination... WARTWOOD! To reunite with Anna Banana and the Plantas! (lil rhyme there heh)

Andrias stopped by to see me as I was packing my last bags. He told me to let him know the moment we successfully charged the first stone. He was so excited, like **giddy**, at the thought of getting the box working again and helping us start our adventure into new worlds!

Big ol' softie!

ENTRY 65

Arrived in Wartwood to pick up Anne and her froggy fam for the FIRST TEMPLE QUEST - an ancient stone structure located deep in the heart of a mushroom forest called **Amygdala Woods**! We retrieved one of the grayed out stones from the box (the one that was green before) and all boarded Joe Sparrow for our journey!! (Joe is *such a trooper* btw. After this mission he's getting the biggest, juiciest worms I can find).



AHH THE EXCITEMENT!

I feel like all my years of playing "Ballad of Zorda" have led up to this VERY moment! If I had one regret about this Amphibia journey so far, it's that I didn't bring any of my consoles. But now, finally, the true REAL LIFE RPG begins. With my trusty Anna Banana at my side. **Danger, mystery, LORE! All of it awaits!**

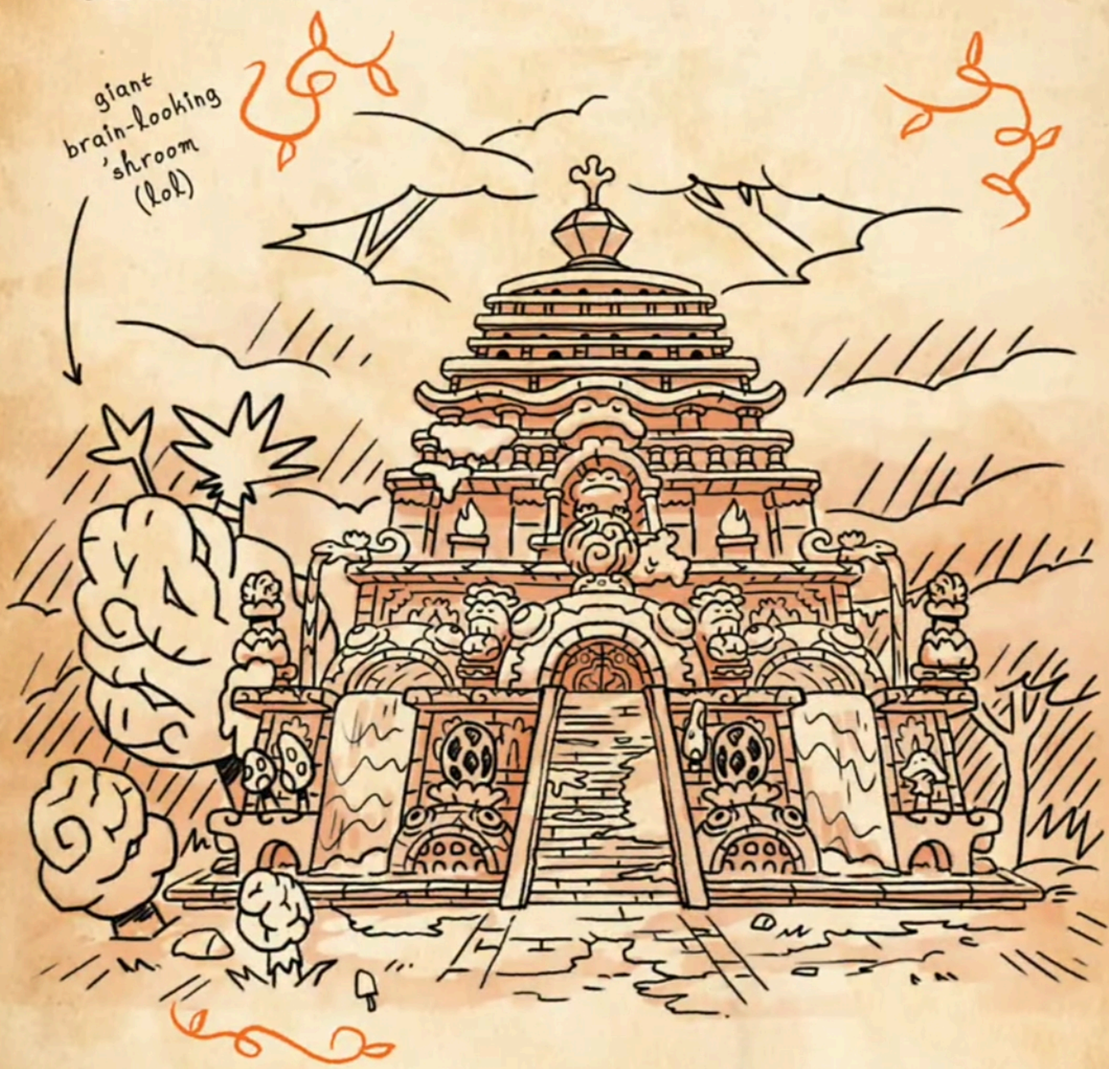
There is one weird thing, Jo. **Some strange tension or general weird vibes between Hop Pop and Anne.** I can't really place it (tbh my EQ has never been that high and maybe I'm just way off here). Luckily the only thing we need for this temple is IQ, which ol' Mar-Mar has got in spades :)

Anyway I'm sure they're fine!

ENTRY 66

THE FIRST TEMPLE.

We've arrived. And Jo, this place. Is. amaaaaaaaaaaZING!!!!
See sketch below:



While flying here, Anne mentioned how I should be careful about not getting "too into my own head" on this quest because of the potential danger. In my own head??? PFF!
Sure, I like to journal & cross reference my own notes in real time but since when has that ev

Oh shoot I almost just stepped on a trap that could have killed everyone.

See sketch below:

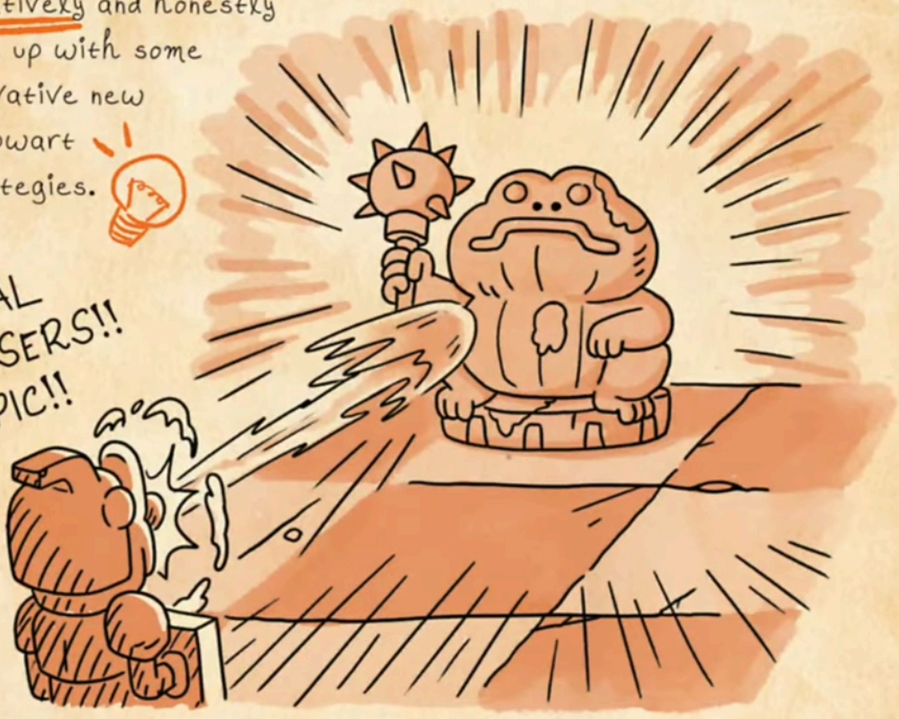
OK BUT THAT WAS A FLUKE! Anne's overreacting.

My Night Guard adventures have prepared me for this. I'm a **bonafide adventurer now, NOT some clumsy middle schooler.** Plus it's a brain temple in a forest of literal brain mushrooms. It couldn't be more suited to me. I am going to OWN this temple.

ENTRY 67

UPDATE - So the temple consisted of **3 puzzle rooms**, and the first two were NO problem (my command of ancient Newtopian even came in handy a few times)! For all the ominous warnings of the temple's dangers, we were never even at risk. But it all went south once we got to the third room.

Basically, it was **a high stakes Flipwart match against the temple itself!** My entire party (Anne, Hop Pop, ~~Sprout~~ Sprig, ~~Penny~~ Polly) got sucked into the game as pieces and for an extra challenge, **Anne was on the opposing team controlled by the temple!** It was up to me to play and lead everyone to victory. I was locked in, Jo. In the ZONE. The temple thought it was throwing me a wrinkle: to win the game without capturing the most powerful piece (Anne), but it only forced me to play more creatively and honestly come up with some innovative new Flipwart strategies.



It was as easy as the first two puzzles. I lined up my attack and made the final move to flip the temple's wart and win it all. **Then things took a nasty turn.** THE TEMPLE CHEATED!!!

Keeper of the box
One strong of mind
Three trials await
That will return
the stone's shine.

Turns out the whole thing was a RUSE...

AN UNWINNABLE TRAP!!!

And worst of all... I'm ashamed to even admit... I kept playing - **desperate to prove I could win** - without even thinking about the real lives I was risking for the sake of my ego. It wasn't until I saw the devastation I was causing to my friends that I realized how stupid I was being just to feel smart. So I threw the game. It was painful and, as we follow these failure arrows out of the temple, I realized I may have ruined our chance to charge the stone, but it was **the right thing to do.**

I never meant to hurt anyone, Jo.

I'm just glad they're all alive.

I'll be better.

A dangerous room
What to do
Don't be jealous
Of my hue.

Few have the brains
to make it to this door
But are you wise enough
to solve what's in store.

Any commander whose wart falls
May never again set foot inside
these temple walls.

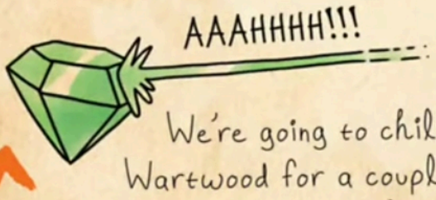
ENTRY 68

JK! TURNS OUT IT WAS ALL A TESTTTTTTTTT LOOOOL

Sorry about that - just VERY excited! Turns out I was actually **SUPPOSED to throw the match!** Outside, in the grimy old outhouse that we passed over earlier, there was a pedestal and a glowing inscription (translated below):

Only the worthy will have the wisdom to choose
Whether it's more important to win or have the humility to lose
A choice is made to save thy friends
And honestly doesn't that make you a winner in the end?

THEN we put the gem on top of the pedestal and it CHARGED! A beautiful glowing green! IT GETS COOLER, JO! A lil laser beam shot out of the charged stone, seemingly pointing us toward the next temple. SO COOL!



We're going to chill in Wartwood for a couple days before setting out to the next temple (I need to triangulate the location from this laser and the rest of the team wants a break) but I gotta say I'm AMPED!

Hop Pop and Anne seem to have patched up whatever argument they were having... I can't believe I didn't realize how serious their conflict had been. I really haven't been paying enough attention to the people around me. Thanks, temple. Lesson learned!

Gonna send a message to Andrias and update him now - talk soon, Jo!

EEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE
WE DIDD ITTTTTTTT!!!!!

ENTRY 69

The Plantars offered their family wagon (they call it the *fwagon* XD) to me as a guest room, and it is

SOOOOOO CUTTTTTTEEE (drawing below):

Anne and I chatted late into the night, comparing notes on our journeys so far and... talking about us. And by us I mean Sasha too. Anne's pretty hung up on their fight. The way she talks about it makes it sound REALLY INTENSE, which worries me.

I know Sasha's a bit... assertive but honestly it never bothered me. I always thought **it was nice to have a bruiser like Sasha Waybright in your corner!** Yeah, she likes to take charge, but she's just a natural leader type! I'm glad Anne is **finally speaking up** though! And it's good she wants to find Sasha and try to patch things up <3

Tbh Jo, THESE GIRLS MEAN SO MUCH TO ME... ever since I was very young, **making friends has been hard.** Maybe it's because I'm hyperactive... and nervous... clumsy and talk too much. But none of that's ever bothered Anne & Sasha, **they've always stood by my side!** Our friendship's been EVERYTHING to me since we were little and I can't imagine moving to some strange new city (YUUUCK!!) and having to try to make new friends. **I'm SO lucky to have Anne and Sasha.** I'm never gonna find anyone else like them in my life...

"BESSIE" the family snail!

royal & sweet

I wish Anne and Sasha didn't have to fight... but that's growing pains I guess! When we reunite and they work through everything I'm sure **it'll only lead to a stronger, better dynamic for our trio!**

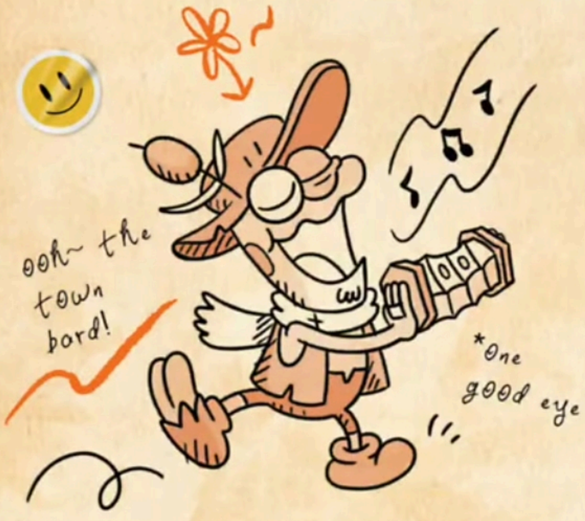
And I can't wait!!!

ENTRY 70

TODAY IS MY FIRST DAY IN WARTWOOD!

I've heard SO much about this wonderful sleepy little farm community from Anne & the Plantars! Anne's still asleep (and here I thought farmers were supposed to wake up before sunrise :P) so I'm off to explore on my own. Here's hoping I make the GREATEST IMPRESSION!!

Below are some of the sketches I've already made of townspeople who caught my eye:



ENTRY 71

Major update – it did not go great and in fact everything went terribly wrong.

I just spent the whole evening cleaning up MY LITERAL MESSES and rebuilding the homes I ACCIDENTALLY DESTROYED after I tried to redesign the entire town. **Everyone in Wartwood was treating me like a weird outsider at best and a freak pariah at worst.** I couldn't seem to win 'em over with my personality so I tried to do good deeds for their town. NATURALLY IT ALL WENT UP IN FLAMES (metaphorically – in reality it actually all went down underwater).

Luckily Anne was there after I finished undoing another dumb mistake and made me feel better by **cooking some of her parents' basil & squid special stir fry!** They apparently had a ton of squid meat left over from some kind of kraken-oriented scuffle a few months ago. Thank goodness they did, it was TASTY! PERFECT COMFORT FOOD FROM MY PERFECT COMFORT FRIEND. Who needs a town full of new friends when you've got a bestie like Anne?

ENTRY 72

OMG Jo, guess where Hop Pop is taking us rn.

Only a freaking SEED STORE.

That's right. **An entire building dedicated to - and filled with - the most exciting thing in nature.** Level 1 vegetables as I call 'em. Exciting on its own, yes, but even better: this will be a HUGE help for **the plantcyclopedia I've started writing** (don't worry, Jo, you're still my number one pile-o'-pages hehe). There is NO way this day could get any better from here.

A ROBOT???!!
POLLY FOUND A GOSH DERN'D ROBIT????

I don't believe this!

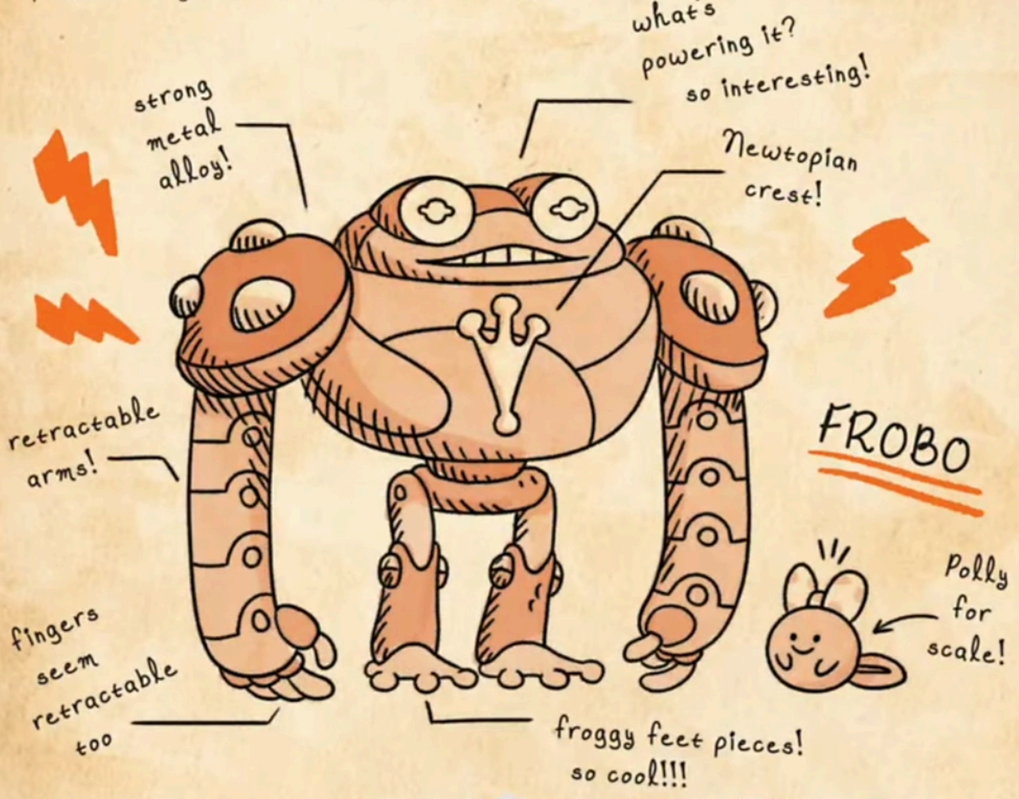
Apparently it followed the Plantars all across Amphibia and might have been created in the **"Ruins of Despair,"** a mysterious structure that Anne encountered early on in their roadtrip. It was apparently a whole factory complete with an assembly line and computer - **a strange mix of advanced tech and ancient,** abandoned civilization similar to what I found on Dawnblood Island.

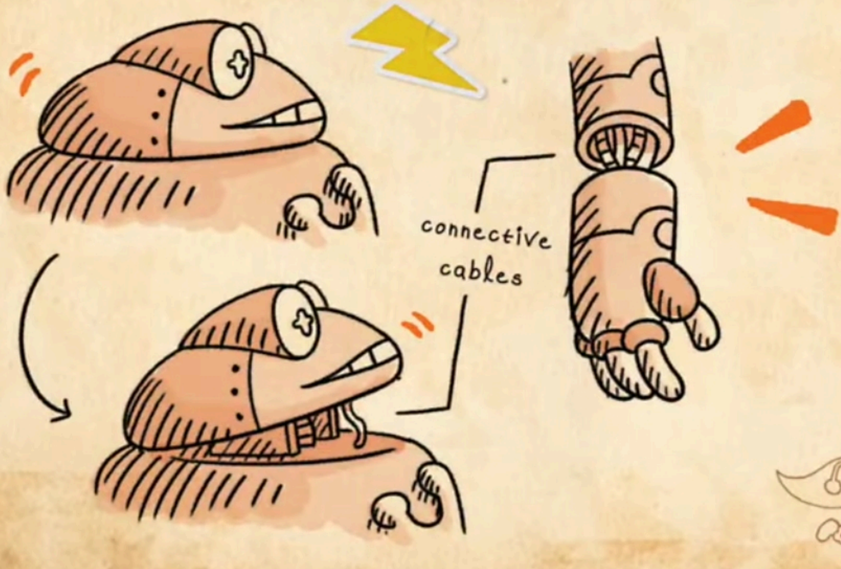
NO FREAKING WAY!!
WE GOT MECHS!!

compact ball form!?

So, I am just in COMPLETE SHOCK. Could this metal construct (who Polly has named "Frobo") be the key to unlocking the secrets of Amphibia's MYSTERIOUS, seemingly lost history?

THIS requires the UTMOST amount of study. Check out my preliminary notes & sketches below.

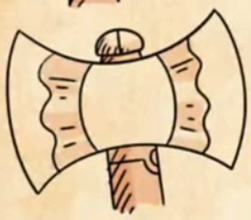




ENTRY 73

Spent ALL day studying "Frobo!"

Learned some REALLY interesting things. First off, Frobo is **kind, sweet, and basically a child in temperament.** He's taken an instant liking to Polly and seems to regard her as an almost parental figure. Imagine that!

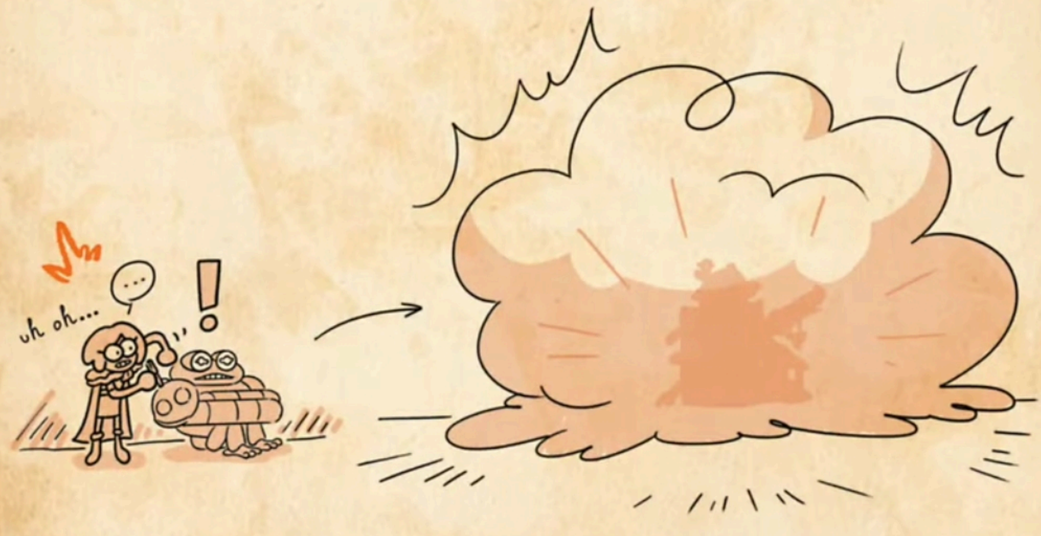


He appears to follow instructions very well... he has an ***incredibly advanced and versatile interior design.*** Many components folded in there like a Swiss army knife, **allowing Frobo to quickly reconfigure his cute robody into anything** from a cooking appliance to a weapon of war.

In searching his database (there's **a small, little user interface hidden at the base of his skull**), I found something interesting: **a long text document titled "Rules of the Road?"** Apparently this convoluted (and frankly overbearing) list of rules has overridden whatever protocol was intended during his creation - meaning **Frobo more or less has a will of his own.** But this was *NOT* **by design.** There are fragments of ancient code still visible, but not comprehensible... all I can figure out is, well, I think **Frobo was meant for something else.** Built for a specific purpose. But what?

hidden UI?!
"Rules of the Road"
hmmm...

Also small oopsie - **I accidentally caused a minor** (okay maybe semi-severe) **explosion** while tooling around in Frobo's circuitry. Electrocuted him a tad (and myself a lot!).



Bright side: **I'm learning a TON.** Every crossed wire - and accompanying self injury - teaches me something new about *his surprisingly complex and sophisticated engineering*. Unfortunately Frobo now needs some minor (okay fine: major) repairs and tune-ups, so he'll be out of commission for the next few days. Both for my further studies and for any coming adventures. Kind of a bummer. I feel like he'd be a very useful addition to our party. I'll fix him up as quick as I can! Also sorry Frobes <3

ENTRY 74

Met a very interesting Wortwoodian today.

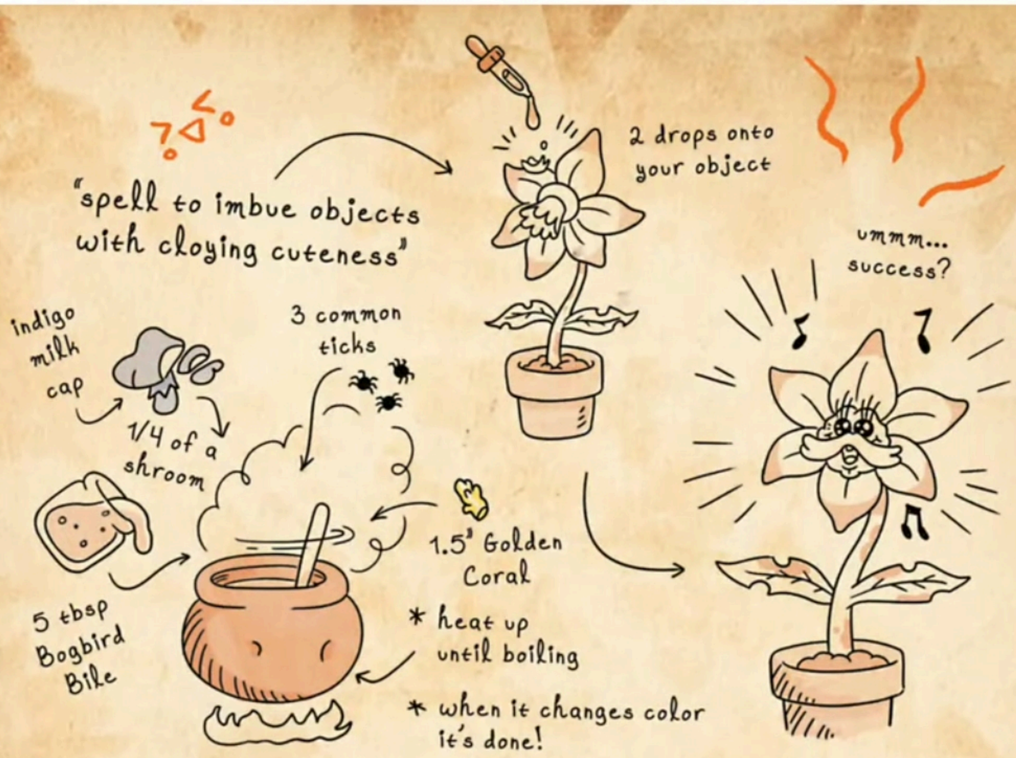
MADDIE

Her name's Maddie; she's a curse-user and nearly level 2 witch. A certified weirdo of the best kind. I thought I'd scared her off by info-dumping my love of fantasy and magic, but it turns out SHE thought she'd scare ME off by doing spooky magic in the first place (a real taboo, esp in a rural swamp, esp esp raising the dead). So naturally we hit it off like worms on a corpse, and she's maybe the first real friend I've made in this town.

"spell to increase your luck in farming"

2g of yellow quartz
bones
spiked berry leaves
tomato seeds
* ground until even
* put into a bag and keep around neck for a week
RESULTS!
* not sure what type of luck it entails tho

Maddie even agreed to take me on as her apprentice!! She's teaching me beginner hexes as I help her prepare a level 2 necromancy! Magic is little-understood and super rare in this world (and also sick as heck) so this is a dream come true. Did I mention that I actually made a friend?!


"spell to imbue objects with cloying cuteness"
2 drops onto your object
ummm... success?
indigo milk cap
1/4 of a shroom
3 common ticks
5 tbsp Bogbird Bile
1.5" Golden Coral
* heat up until boiling
* when it changes color it's done!

We spent the day collecting ingredients, talking about our favorite minor details of our most-niche interests, and **not giving a dang worrying about trying to present as 'normal' for the sake of everyone else's comfort.** Kind of a new experience for me actually. I never let my full geek flag fly, even with Anne or Sash. It was liberating tbh!

Tomorrow we meet back up to resurrect a flea. Tonight I'll be **practicing some of the level 0 training curses** Maddie taught me. So far I can't get anything to work right. The recipes are very precise and every tiny error seems to cause an exponentially large amount of destruction.

I was sitting out here in my room, mixing a concoction that would supposedly turn my hair neon green w/ sparkles (could be a great look??!)... but I accidentally knocked over a beaker, spilling my half-potion all over the floor of the Fwagon, which briefly cursed it with sentience and awareness of its mortality, then it quickly returned to simply being an object. Sorry, Fwagon. That one's my bad!!! Probably good I didn't pour this on my hair.

ENTRY 75

I was finally able to triangulate the tracking beam leading from the first temple through the green gem all the way to the Amphibian Arctic! Sheesh, it's so hard to stay focused on the primary task when **all the side quests in this world are SO DANG INTRIGUING.** Curse my completionist heart. But more importantly...

THE. SECOND. TEMPLE.

We traveled far (thank you, Joe Sparrow) to get here - to the frigid peaks of **Mt. Mutu** - a cold and barren wasteland where no amphibian lives... **except apparently a kooky old newt named Valeriana** (sketched below).

*last of an ancient order (where are the rest of them?)

studied the stones and temples

vague, cryptic

DID NOT GIVE USEFUL INFO FOR RESEARCH

(no references/ citations!)

Valeriana told us she'd **guide us to the temple** (apparently Anne and Sprig have met her before?) but was **very mean and judgmental to Anne the whole way.** Didn't seem to be finding her worthy and almost found out we stole the music box, which would've ruined our chances for sure.

It all culminated in A BIG ARGUMENT where Anne snapped and called Valeriana a snob. Then Valeriana waved her staff, and they both VANISHED. From what I've learned of Amphibian magic in my apprenticeship with Maddie, this wasn't like any spell on the books. She used no components, and there was no ritual. Just BLOOP she and Anne melted into seemingly another dimension.

We searched frantically for Anne until Hop Pop's leg acted up, and he requested a break. We decided to watch some funny videos on my phone (naturally I have all my favorite comfort vids downloaded), but then ANNE SHOWED BACK UP OUT OF NOWHERE!

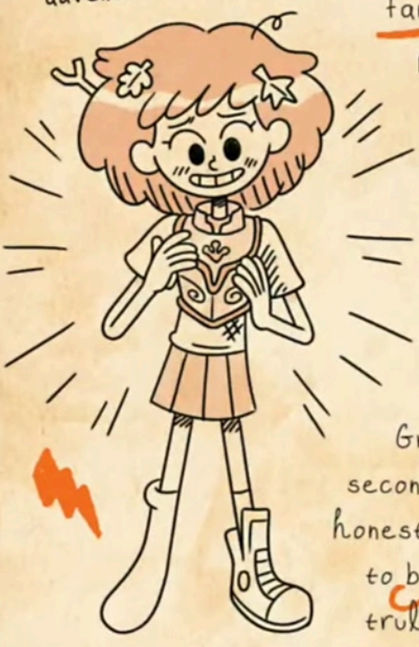
She explained that Valeriana had been testing her - **our journey TO the temple was actually the whole journey OF the temple.** It makes sense given the runic carvings and crumbled remnants of an ancient structure scattered along our path. Perhaps we were even walking through the land that once WAS the mighty temple - reduced by layers of snow and time to a few ruins on a simple mountain pass.

Regardless, Anne produced the CHARGED BLUE STONE! Meaning **we are 2/3 of the way through our mission!!** I quickly sent off a message to Andrias and reminded him to prepare for... oops nevermind, better not say too much ~~:o~~

ENTRY 76

During our preparations for the 3rd (and final) temple, **I tried to convince Anne to get some new armor/gear** (and maybe some weapons). Her weapon of choice is still a tennis racket despite having a perfectly good sword (two actually, and she keeps grabbing the much rustier one every time we go out on a mission - this girl needs to learn some inventory management XD). And she's been wearing the SAME ratty uniform and yellow sneaker for MONTHS! We are on an amazing fantasy adventure, **and it's time for my pally to look the part.** Bernardo, the royal armorer (you remember him, right Jo?) traveled here from Newtopia and spent hours trying to find something Anne would like.

she's our little adventurer!



In the end, **she settled on a simple, lone breastplate** - which I was initially skeptical of (I mean hello? Greaves? Pauldrons? Boots or even a second shoe?) - but on reflection it was honestly a GREAT look! And it really seemed to bring out a heroic vibe in Anne which was truly adorable and heartwarming to see.

Anne seems so *different* from the gal I used to know. She walks straighter... laughs louder... and just seems MORE CONFIDENT. **I'm SO happy for her.** My dearest Anne.

See what a good adventure can do?

p.s. still think a nice bob or pixie cut could really tie the look together.

ENTRY 77

We've arrived at the 3rd temple - a SMOLDERING volcano full of challenges that no doubt involve STRENGTH (not my forte XD). Who knows what awaits inside... this temple had the least written info in any records. I wasn't sure how to prepare, so we're gonna have to wing it.

I've got the tingles in my stomach, Jo - this is all just SO exciting! We're really starting to pick up momentum on this quest, too. The end (or should I say the BEGINNING hehe) is almost in sight! I did some breathing exercises that Femur taught me in order to calm myself down. Sketches of the temple entrance below:

MAIN QUEST CHECKLIST

- [x] Temple 1
- [x] Temple 2
- [ ] Temple 3
- [ ] Find Sasha
- [ ] perfect future together!

ENTRY 78

SASHA

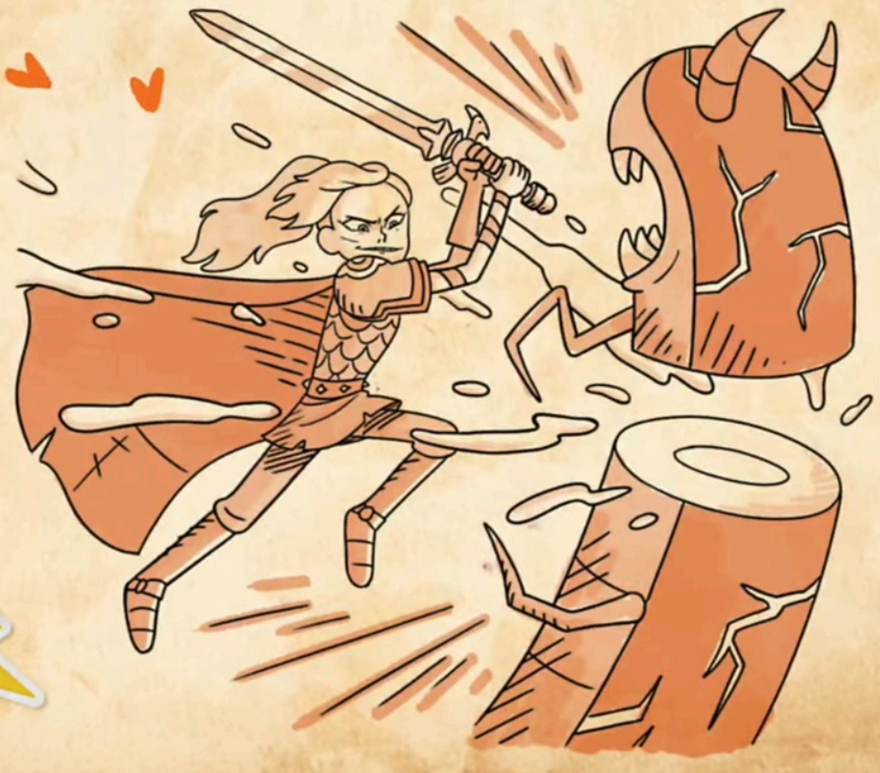
SASHA

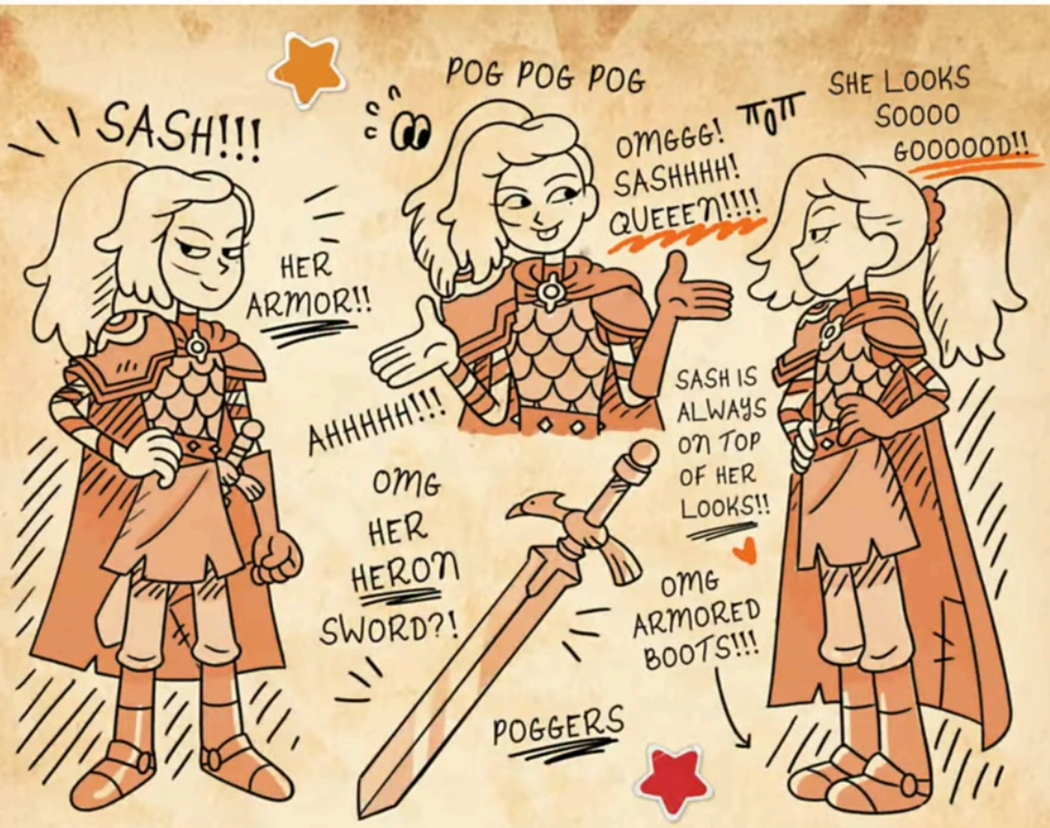
SASHAAAAAAAAHHHHHH

SASHA WAYBRIGHT IS HERE! She says that **she and her toad companion** (It WAS the same Grime!!!) **followed us here**!?! They (mainly Sash, of course) saved us from a pretty bad situation (molten centipedes that shot fire out of their eyes), and I could barely get a word in before she was slicing those burning bugs in half and my GOSH LOOKING COOL DOING IT.

She just looks great in general!! I haven't seen her in sooo long. That golden hair. That red, sparkling armor. THOSE CERULEAN EYES...

Excuse me while I just freak out about HOW COOL SHE LOOKS! I've got some time while Sash slays baddies. This temple is NOT my jam tb honest. Everything is SO heavy. Meanwhile check out these drawings of warrior queen Waybright!





Okay enough fangirling, onto the serious stuff... **It was IMMEDIATELY tense between Sasha and Anne...** I could feel that they still have a long way to go after the events of Toad Tower. Anne obviously has trust issues (fair), and Sasha is getting frustrated with Anne being SO on her guard as if they don't have YEARS of good friendship history (also fair).

The good news is... Sasha seems to be trying very hard to help us while letting Anne vent. So their fight clearly was *NOT* the friendship-ending catastrophe Anne made it sound like. PHEW. Our foundations remain rock solid, and I feel silly for even worrying about this rift. It's no fun to see my two besties at odds, and I hope they can patch things up soon... but most importantly **the 3 of us are finally reunited and back together again as we should be!**

I know things aren't perfect yet - but they will be!
Oh, we're **heading into the final challenge room** now, Jo - wish us luck!

ENTRY 79

WOO ALLLRIGHT!

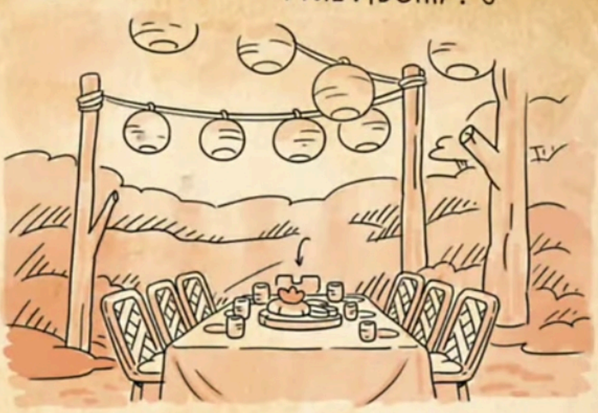
We finished the temple and recharged the stone - a breeze with Sasha leading the charge, flexing on that strength temple and saving me (and Anne) multiple times in the process!

And y'know what's EVEN BETTER? Sasha and Anne seem to be patching things up! Or at least they're STARTING to. The final room ended up being a challenge that only Sasha could handle (girl must have been lifting something FIERCE because she's shredded as heck now), but ONLY with Anne's encouragement was she able to seal the deal and defeat that toad/rock/golem/bodybuilder thing! Even he seemed impressed by Sasha's grit and power as he was being bisected and then exploding.

Here's a sketch I snuck of Anne and Sasha chatting off by themselves below :3 (fighting every urge not to hug-tackle them to the ground and cling forever because I CAN'T BELIEVE WE'RE TOGETHER AGAIN, but also Anne and Sasha need some one-on-one time too, clearly).

ENTRY 80

We're having a nice dinner tonight with Sasha & Grime (my idea) to try and bury the hatchet. We're technically good to go for our mission, everything lined up perfectly, and we could leave for Newtopia tonight... but it's no good if we start off on the wrong foot AGAIN. It is OMEGA CRUCIAL that Anne and Sasha are back to besties, so our trio dynamic can be healed and restored to glory! :D



All three stones are charged, and I convinced the girls that we need to take the box to Andrias in Newtopia so he can show us how to use it. I've actually been reading up on the box and MIGHT be able to get it working myself (it takes some tricky dexterity to press on certain hidden panels while twisting the key), but it will definitely be better in the hands of an expert. It also requires specific tonal motifs to calibrate the target location. Pretty cool technology (so much more still to learn about it), and while I may understand the fundamentals enough to maaaybe tune it to Earth's musical signature... that's the LAST world I'm trying to jump to... and only Andrias will be able to get us to all the exciting worlds!

Oop! Hop Pop needs my help setting the table! Wish us luck! The Plantar house looks cute as heck, we got a nice ambient outdoor BBQ area, and a fun game of Drawsidoodle teed up after the meal. *How could that NOT fix up all the flaws in a friendship all in one night?*

UPDATE - **the dinner was almost a complete disaster**, and the **actual ENTIRE house got destroyed** with a chocolate "vol-cake-no" that Grime brought as a peace offering (apparently a toad favorite?). *Tensions were high all night*, and Sash was being real grumpy, and Anne actually fuhREAKED out on her. It was HEARTBREAKING to watch those two be so mad at each other, acting like some temporary argument over control or whatever blah blah is more significant than *our almost-entire-lives together as friends and the unbreakable bonds of BFFhood.*

Luckily we were **forced to work together to save the day**, and once we were all locked in, full battle mode, a well-oiled machine of hornet-slaying, lava-surfing epic-osity, it kinda **reforged our bonds again.** Like Sasha and Anne were able to calm down and talk, come to an agreement, and start to have hope again for their (our) future! Soo we're all sleeping in the Fwagon tonight until Chuck can repair the house tomorrow. But who cares because Anne and Sasha are connecting and seeing each other! It's... it's *WORKING!*

ENTRY 81

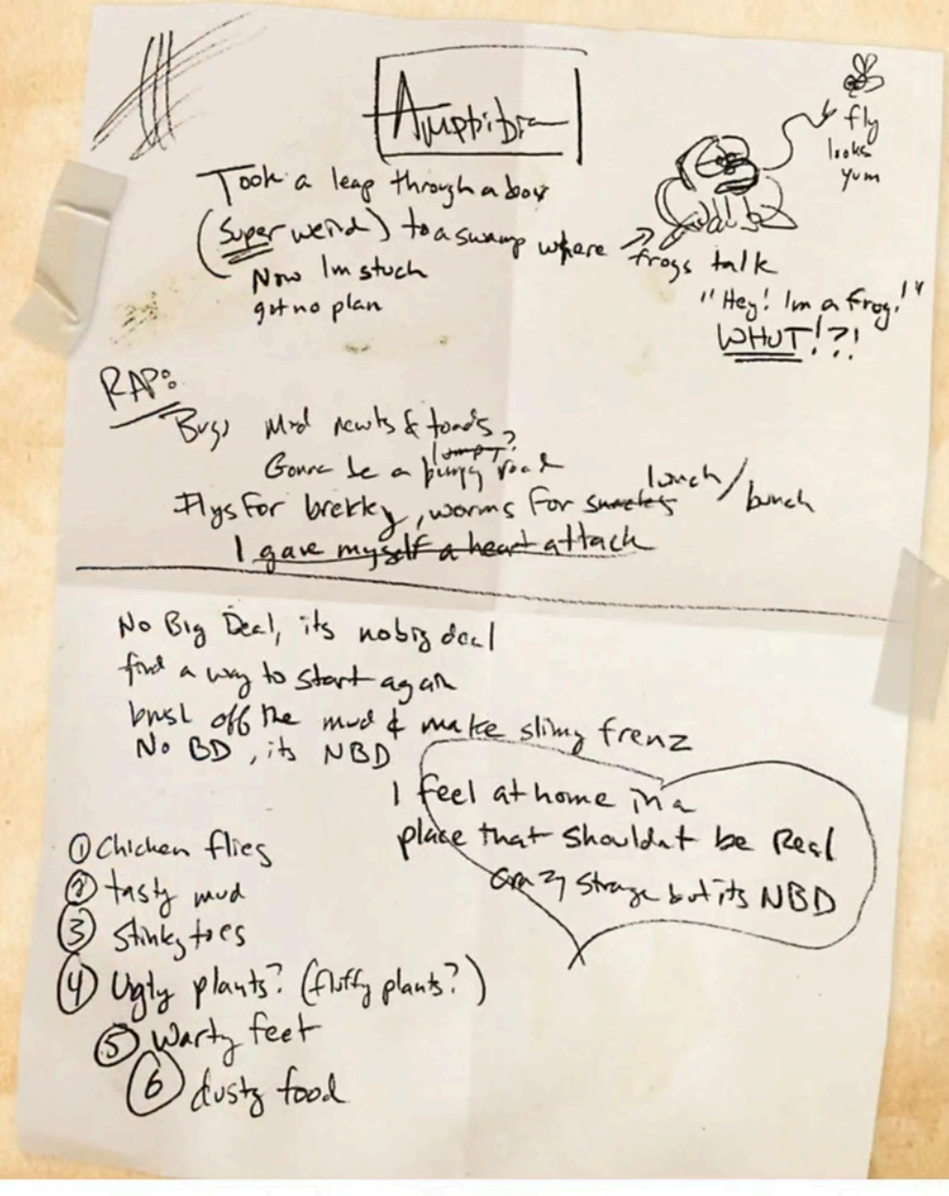
TODAY WAS MAGICAL.

Just straight-up one of the happiest nights of my LIFE, Jo! Wartwood held an impromptu "battle of the bands", and even though there were a couple bumps along the road (Sasha quit our team because she felt the three of us just couldn't mesh b/c of Anne's newfound independence)... in the end, all three of us were playing together on stage and having the time of our lives. I have never seen Anne and Sasha closer tbh! And here we are with all the hallmarks of our great friendship from the past, but with NEW AND BETTER ELEMENTS coming into play, improving us individually and together and... just

AGH IT'S OVERWHELMINGLY GOOD!

This adventure... this froggin' MAGICAL adventure has done SO much for us. Being there on stage, playing Anne's original song (about how much she's grown)... with Sasha playing backup (by her own choice, happily, letting Anne take the literal spotlight and harmonizing to lift Anne's voice up, also literally) - y'know, I just KNOW I've made the right choices, Jo. Golly what a thing.

Below I have taped in the notes Anne made as she wrote her original song titled "No Big Deal." It's catchy!



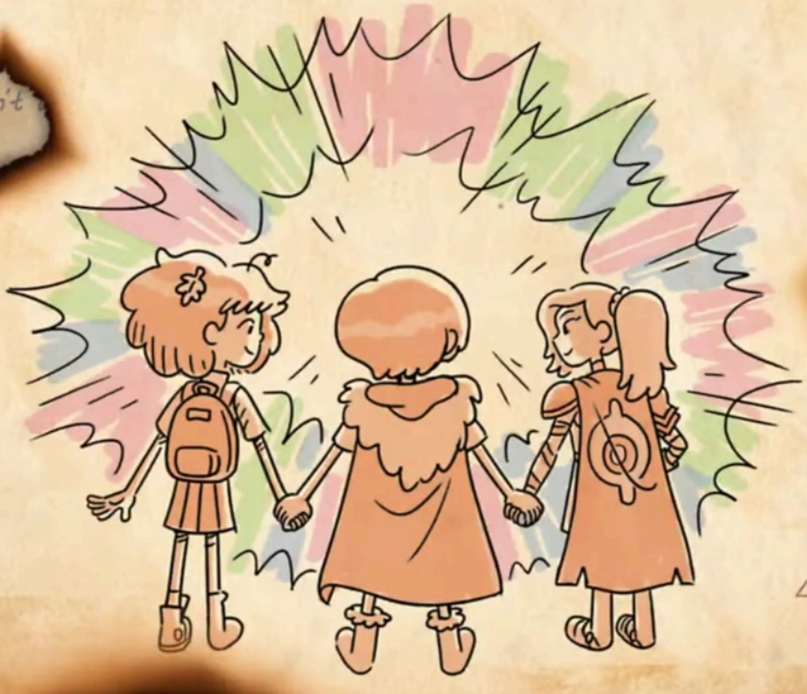
ENTRY 82

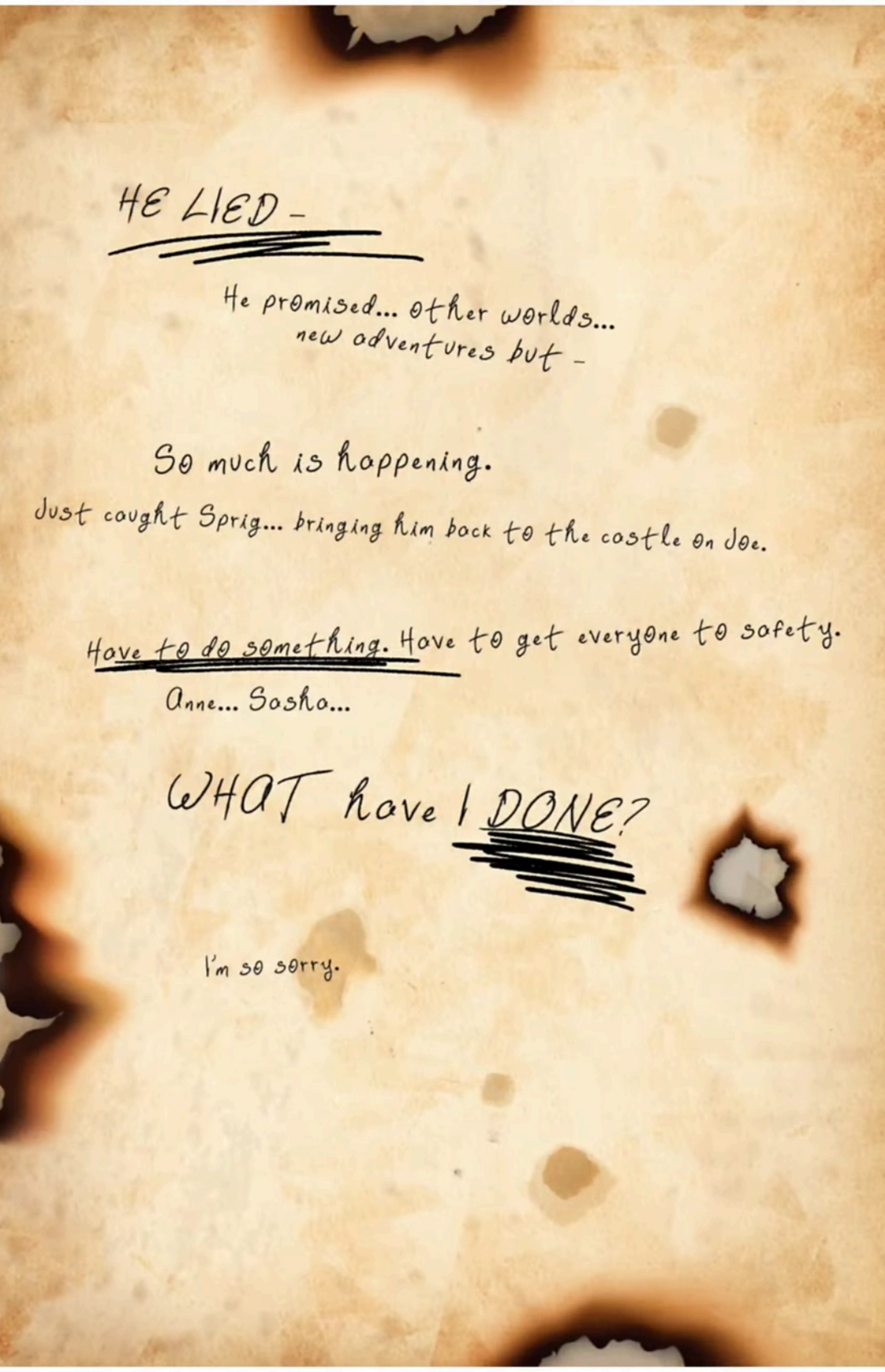
We are setting off this morning for Newtopia.

It was sad seeing Anne say goodbye to the frogs of Wartwood, but I'm sure we'll come back and visit this world sometime now that the box is fully charged. I can't tell you what a rush this whole adventure has been. And it's technically only just getting started?

Like this is basically just the end of the first chapter. And there's a whole book left to go! I honestly feel like I'm dreaming. Please don't let me wake up and **this whole perfect journey was actually too-good-to-be-true.** Like, I'm sorry Mom & Dad, but I'm not coming back for a while. Move our home to wherever you want. **I've made myself a better one. With the people who really get me and actually care about me.** And you won't tear us apart.

The three of us belong together. Forever.




HE LIED -
He promised... other worlds...
new adventures but -
So much is happening.
Just caught Sprig... bringing him back to the castle on Joe.
Have to do something. Have to get everyone to safety.
Anne... Sasha...
WHAT have I DONE?
I'm so sorry.

ENTRY 84

Hi Jo. It's Jo, right?

I'm Anne. Anne Boonchuy. I know it's normally rude to read & write in someone else's journal... but I think this is what Marcy wanted.

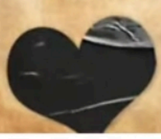
A LOT has happened, and I'm still catching my breath. After escaping the freeway, we hid behind some bushes and stayed out of sight. Polly started rummaging through my backpack (counting the pieces of Frobo we still had left), and we were all shocked when you fell out onto the grass.

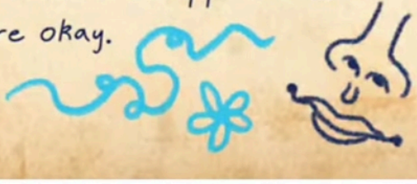
I don't know when Marcy slipped you into my backpack... it must have been during all the carnage in the throne room, right before she

I can't write it out. It's too painful.

Marcy's alive. She just HAS TO BE. I refuse to accept anything else. For now, I need to focus on looking after the Plantars. They're in a strange new world, and it's MY responsibility to take care of them. First things first though — we need to go home and see Mom & Dad.

It's been months since I disappeared... I hope they're okay.





ENTRY 85

Reunited with Mom and Dad, and it was super emotional...

until Hop Pop interrupted!

I TOLD him to wait but NOPE – he just popped up, and Mom and Dad got a face-full of sentient frog!!!

DANGIT HOP POP!

We explained everything that happened in Amphibia but chose to leave out some of the scarier details. If we had told them how much danger Sasha & Marcy are in... or that an interdimensional invasion was approaching... I don't think they would be okay with ANY of this. Worse, they'd probably go to the police or something. Ultimately, I got them to promise to keep all of this hush-hush, but in exchange NONE of us are allowed to leave the house for the time being. I feel bad about deceiving them, but it's the only way to keep the Plantars safe.

Mom & Dad are relieved that I'm back, but it's obvious they've had a rough few months. I'm sorry that I hurt them like this... I can only imagine how difficult it must have been. At least I knew I was trying to get back. They didn't know if they'd ever see me again. It's funny, before getting zapped to Amphibia I'm not sure how much I thought about their feelings...

ENTRY 86

Just had my first home-cooked Momma Boonchuy meal after MANY months. It's been TOO long, Jo! The Plantars enjoyed the food and flavors but were confused by the "exotic" proteins (chicken, beef lol).

FINALLY!! HOME COOKED MEAL!!

After some after-dinner discussions w/ Mom and Dad, we agreed NOT to tell Marcy & Sasha's parents anything (the talking frogs, my return, etc). It would only upset them, and they would almost certainly go to the authorities. Feels REALLY wrong to keep this information from them... but it's the only way to keep everyone safe. UGHHH.

Mom & Dad also filled me in on what's happened w/ them since the 3 of us left.

Apparently Mr. Wu was able to delay the start of his new job in the hopes that Marcy would return. That's great news — it would have been heartbreaking if they had already left. Mr. and Mrs. Wu, I will bring Marcy home safe and sound — I SWEAR it.

The Waybrights have been more mysterious and harder to keep tabs on. I don't know a ton about Sasha's home life — she has always been very private. I do know that after her parents split up (around when Sasha was 4 or 5), they sort of formed new families. Mr. Waybright remarried, and I know Mrs. Waybright has a long-term boyfriend who has his own kids already. Sasha has always felt a little lost at sea when it comes to family because of this... maybe that's why she's always been so desperate to keep us under her thumb. It makes sense... and I've never really thought about it much until now, I'll admit.

I have taped in old photos of the families that we had lying around.

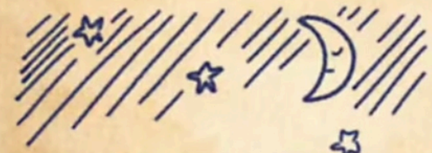
ENTRY 87

Having trouble sleeping, spent the night searching the web for possible solutions on how to get back to Amphibia. Not a lot of promising leads tbh. I went onto the back porch and sat outside to think.

I just keep coming back to Sasha & Marcy. How did things get SO bad? I really thought we were making some progress toward the end of our adventure, and then it turned out they were both keeping these big secrets from me... Sasha with her toad revolution and Marcy with... well, everything.

Oh Marcy... I just feel so terrible for her – everything that has happened is just TOO MUCH. She's made mistakes but honestly... so have Sasha & I.

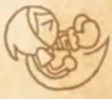
I just need to get back to them. And then, together, we can figure this thing out. It's not going to be easy, though, or instantaneous. My time with Hop Pop and the music box taught me that.



Sprig joined me on the porch when he noticed I wasn't in bed – he brought me some hot cocoa he made in the microwave. Considering he was blowing up stuff in there only yesterday, that's some serious improvement.

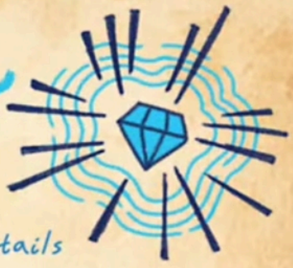
He's so sweet.

I WILL KEEP HIM SAFE.



ENTRY 88

THAT POWER. The blue power of the blue stone. It's all a haze to me. It felt like a dream when I used it to fight King Andrias back at the palace. One of those dreams where the harder you try to remember the details the more it all blurs.



It's hard to describe what being in that state was like... it was almost as if anything was possible for a few moments. I could look at a place and instantly be there – I could jump higher, run faster, hit harder... and, all the while, time moved slower for me, making it easier to plan my next strike.

I can still feel it, deep within me, in my heart. IT'S THERE.

I don't know quite how to turn it on yet – but once I do... Andrias better WATCH OUT!!

ENTRY 89

Okay, we've spent WAY too long cooped up inside this house. I think I might be actually going crazy. I'm not alone either — the Plantars are obviously getting a little cabin fever as well. Just this morning I saw Sprig crawling on the ceiling, looking for interesting bits of lint out of sheer boredom.

We convinced Mom & Dad to take us grocery shopping, under the condition that the Plantars wear disguises, and that I keep a low profile. It's important folks don't catch wind of my return.

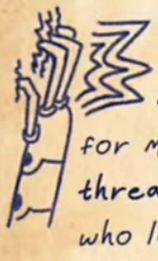
Below are my crummy drawings of the disguises we cooked up for Hop Pop, Sprig, and Polly.

HOP POP
still orange. Gonna say he's sunburnt.
SPRIG
Mask was a stroke of genius imo
Taught her to say "mind your own beeswax!" in case people ask why she's purple.
Polly looks half-baby half-5yo. And also is purple and a sphere.
Not my best work..
POLLY

I gotta say — Hop Pop is PRETTY convincing as a small, sunburned little bald human man.

ENTRY 90

KING ANDRIAS SENT A KILLER ROBOT AFTER US! It tried to skewer us in the Asian supermarket!! Can't a family shop for jasmine rice in peace?? It was like Frobo but taller, leaner, and WAY more advanced (it can turn invisible!!?).



After a crazy chase, the Cloak-bot (Cloaker? Frobe-cloak? Longboi? – still workshopping the name) had us cornered in the freezer!! I really thought that was it for me. Then the rusty bucket made a BIG MISTAKE. It threatened the Plantars. My frog family. Who took care of me, who love me, and who I SWORE TO PROTECT...

I felt the power growing deep inside, the blue bubbling up and shining like a beacon of fury – I LET HIM HAVE IT! The attack left the Cloak-bot shattered – so much so that he turned back invisible and ran like a baby! Things went well this time, but I doubt we've seen the last of that loser.

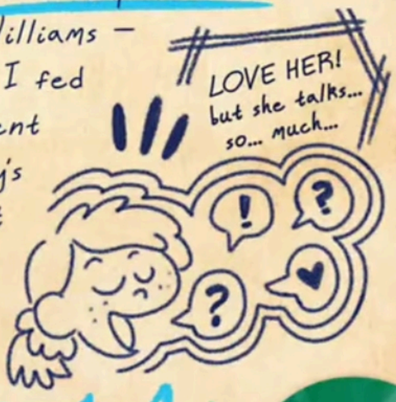
We reunited with Mom and Dad afterwards, and they were none the wiser. Dad even commented that they were impressed with how responsibly I took care of the Plantars. Somehow the fact that we got away with EVERYTHING so smoothly without a scolding... makes me feel worse. I HATE LYING TO THEM... but I like that they can tell how I have been growing. I really do feel like a new-and-improved person.

After using my powers... I felt AWFUL. It reminded me of being dehydrated after an intense tennis match but x100... I gotta be careful about using this stuff. Woof.

I won't lie: all of this is overwhelming. I already have to keep these frogs safe and hunt for a way back to Amphibia... now we have to put up with an assassin?! Yeesh, Jo. YEEEESH.

ENTRY 91

Took the Plantars (in disguise) to the mall today, hoping to teach them about life on Earth. It was stupid of me. I ran into a classmate there – Gabby Williams – or as we call her "Gabbs the Gossip." I fed her some story about how I never went missing and was just visiting my family's farm in... ALASKA. So dumb!! I didn't really know what else to say. I gotta be more careful when I'm out and about with the Plantars.



oops

HP went green cause of the fountain smh...

ENTRY 92

Sasha.

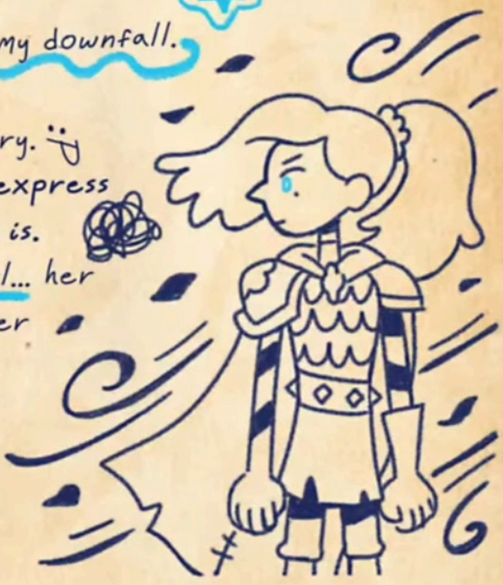
Sasha Waybright.

My hero, my villain, my savior, my downfall.

JUST KIDDING. I suck at poetry. :P

But really how am I supposed to express how complicated our relationship is.

I have always looked up to this girl... her strength, her confidence. I'll never forget the day she saved us from those bullies by the swings. Maybe I hid behind her too much in the coming years... maybe we both just got too used to our roles.



I've never been good at making decisions... I think that's why I let her make them for us. It's always been my nature to go with the flow. And with Sasha I never had to stop and think too hard or struggle to decide. It made life so much easier... and so comfy... but maybe that crutch was an unfair amount of pressure to put on Sash. And clearly it was stunting my own growth.

In our last moments together in Amphibia, we fought side by side. She even had my back, even after I told her we weren't friends anymore. There was no hint of expectation and no snark or pout or snarl... ONLY TRUST.

That makes me think there's hope for us. And when I get to Amphibia, I'm going to find her and let her know that I've got her back too.

ENTRY 93

Sprig pulled some nonsense today to try and impress MOM.

I totally get why he did it too... he's never had a mother, at least not since that awful night with the herons. He never said that was the reason but I could see it in his eyes. I explained things to mom that night and she felt quite sorry for the lil guy...

The next morning she made him some HUGE pancakes and even put cockroaches in them that she had caught in traps the previous week. It's seeing those two get closer — Mom can seem a bit cold and very strict... but underneath it all she's a big softie. I know that being an immigrant was hard for her — she has told me to "bite the bullet" my whole life and that sometimes you have to "muscle your way" through life.

ENTRY 94

Mom took me to the vet I mean the dentist today. Sorry Jo Im still a little loopy from all anis... anni... anne? Sthesia? I didnt realize my name is in the word. Ha. That's wild Jo.

WAIT. HOLD UP. STOP STOP EVERYONE STOP WHAT YOU'RE DOING.....

JO(urnal). JO like JOURNAL... I JUST GOT THAT!

WHOAOOAAOAOO

Anyvet. Anyway I went to the vet DENTIST. The Planties went to the vet. Thats what I been tryna say Jornal. My Plan-Plans took my baby precious Domino to the vet and when they put me under for my fillers... fillings... I had a weird random but SUPER vivid dream about her.

I saw... a giant glowing ethereal shape... it wasn't Domino but I think it also was... y'know? It was Domino with big flowing wings and three shining eyes that sparkled with garnet, emerald, and cerulean stones...

This sorta-Domino angel-being purred and in a BOOMING voice it said "you're fun to watch"

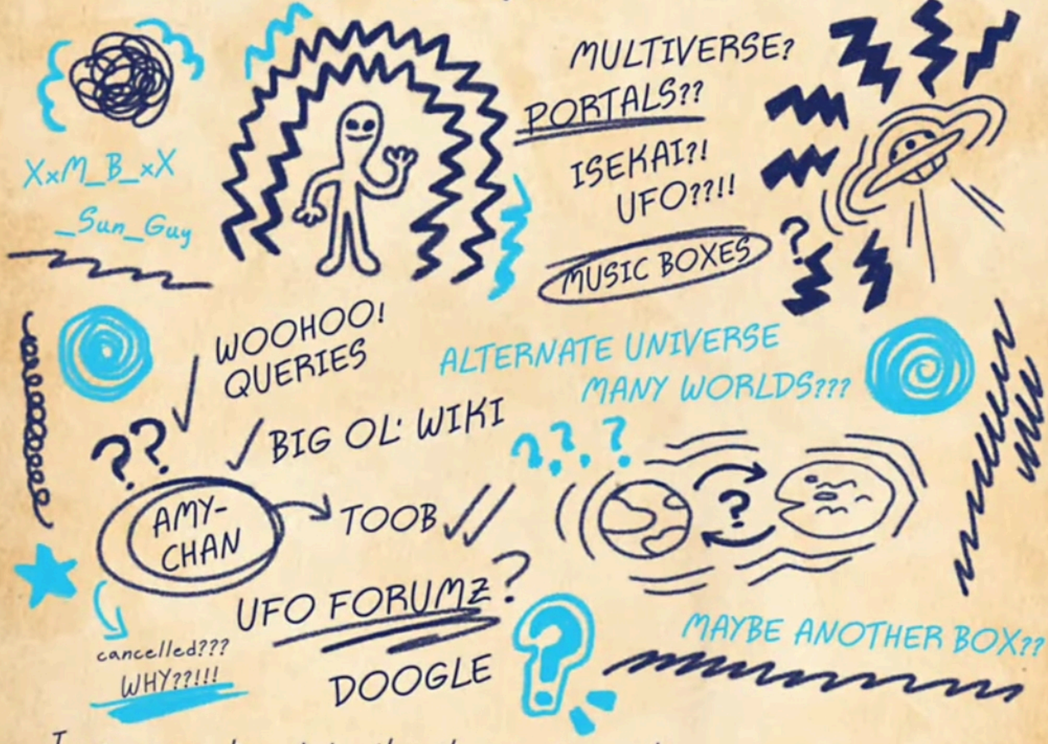
Suddenly I felt like I was falling through a pit of endless blackness and I instantly woke up! I dunno what THAT was all about but I did wake up standing up and leaning my hands against Hop Pop's face. Which was awkward. And SO leathery.

I still have like... a lot of anne-is-thesia energy Jorna so I am going to draw you a pretty picture of my "dreamino."

TRIPPPPyYyy

ENTRY 95

I haven't slept for days. 2? Is it 3 now? I've lost count. Too busy researching. Interdimensional travel... portals, legends, myths, alien or UFO sightings... ANYTHING that will help us get back to Amphibia. It's been so long since I've faced a problem and had THE WHOLE INTERNET at my fingertips to help me solve it. Probably never faced such a big problem though. I'll crack it for sure though. I can tell I'm close. Learning lots of valuable info in Amy-Chan's multi part video essay series on Isekai fanfic. I sense the answers may be in this very video. I will document my findings and update you regularly, Jo.



I even snuck out to the thrift store where we first found the music box... to find they had left — packed up and sold the business. Guess we'll never know exactly how it got there ☹

But I have since mapped out every thrift store in a 50-mile radius, and I think if the Plantars wake up early today (sun already rising, will wake them sooner if needed) and we get Dad to drive us, we might be able to reach a good 30 before closing time. It'll be a clean two-day operation. Surely SOME thrift store in LA must have SOME antique with connection to other worlds. Lightning always strikes twice. That's... how that expression goes, right? So tired.

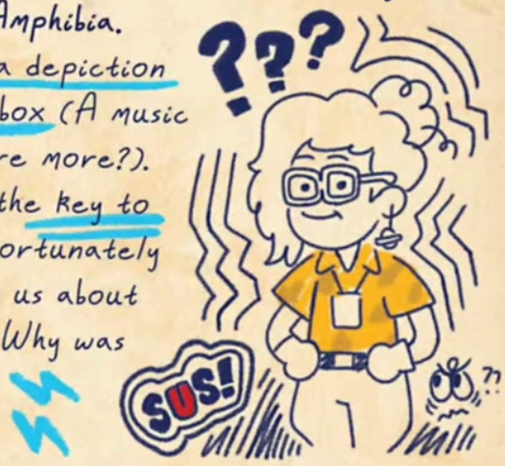
UPDATE: major setback to my research. Mom is making me go to the museum for makeup schoolwork. Plantars are NO HELP. Insisting we "take breaks" and that I'm "burning myself out" which "isn't helping me solve this any faster" and that my "body needs sleep." NO. MY BODY NEEDS JUSTICE. It needs to rescue Marcy and Sasha, defeat Andrias, save Amphibia. How do they not get that? It's their world for frog's sake!

I FEEL LIKE I'M THE ONLY ONE WHO CARES???

TWO WORLDS NEED ME AND ME ALONE TO SAVE THEM AND NOBODY THINKS IT'S URGENT?!!?

ENTRY 96

Jo, you're not gonna believe this – WE FOUND A LEAD! An ancient vase at the museum with CLEAR images drawn on it that look REALLY similar to something you'd find in Amphibia. Possibly even a depiction of the music box (A music box? Are there more?). This could be the key to everything. Unfortunately the curator "Dr. Jan" was grilling us about it immediately... VERY suspicious! Why was she so interested in my interest?!

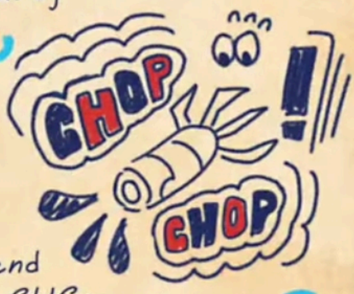


Home now. Plantars again insisting I "sleep." No time. I've already devised a pretty BRILLIANT plan. We're gonna BREAK IN, STEAL THE VASE tonight in a classic museum heist, and THEN (once I check it thoroughly under blacklight) I'll have earned my rest. Don't worry Jo, I've got a good 3 hours left in me b4 my body completely collapses.

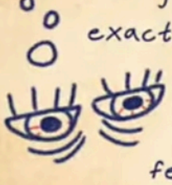
oops

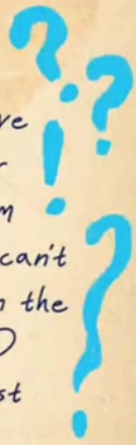
UPDATE: Longboi came back – that dastardly cloak bot found us somehow and tried to murder us at the museum MID-HEIST (rude). Hop Pop chopped one of his arms off via historical guillotine (those things are SHARP apparently!) and the thing screamed like a banshee.

We failed to defeat it, but again, like last time, it fled. This thing is downright AFRAID of being seen by anyone else. Bad news for us: we cannot turn invisible or fly, so the cops did not catch longboi, but they did catch me + Plantars (disguises OFF) mid break-in. Miraculously, Dr. Jan covered for us. Made up an excuse on the spot to send security away and clear us of the crime. SUS?!



HP, Sprig, and Polly insisting I trust her. She seems to have good intentions. Wants to help. Loves aliens. Just saved our butts for no reason. Might know about vase. I don't know I'm really starting to crash. They're making a lot of sense... can't exactly remember why I was so sure she was a bad guy in the first place? Maybe something I read on the UFO forums about authority figures and coverups? Last few days are all such a blur...



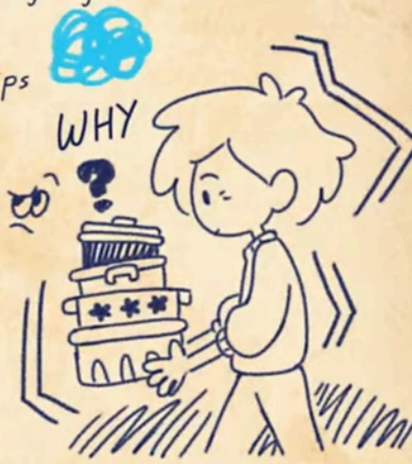


IDK, Jo, I can't do this alone anymore. Jan is willing to investigate Vase and send us home scot-free as long as I agree to sleep. Hard to argue. Crashing hard. I like Dr. Jan honestly she seems really nice... Did I meet her earlier today? IDK. I think she's on our side. I'm gonna take a quick power nap. One hour tops. Then I'll return to my resear

ENTRY 97

Mom and Dad took us to the Thai Temple today... which seems ridiculous when we should be connecting with Dr. Jan and WORKING ON GETTING BACK TO AMPHIBIA! Thai aunties can wait. They'll outlive us all anyway. Meanwhile Marcy and Sasha need me now!

I got pretty good at avoiding Temple trips back in the day, but Mom and Dad will not budge this time. Why do they care so much if I go? Ughhh I GUESS I gotta make an appearance. Hopefully it won't take too long. Mom's already taking FOREVER packing a whole bunch of random food storage containers into the car for some reason...



This'll be a whole new new world for the Plantars, so I'm teaching them some useful Thai phrases to prepare.

To my surprise Polly has been sneak-binging mom's soap opera collection and already speaks better Thai than me?? Jo, I can already tell it's gonna be a looong, weird day.

ENTRY 98

Ookay, I feel like a **mega jerk.** Apparently the Thai community really came through and supported Mom and Dad while I was missing. The food containers were from all the meals people cooked for them when they were too sad to take care of themselves... I can't believe how **clueless I've been acting.** I keep saying "while I was in Amphibia," but to my parents... it's just "while I was gone." They didn't know if they'd see me again. And I spent the day trying to blow them off and the whole community. I'm sorry Mom... Dad... I never meant to hurt you.

I see my parents so differently since I got back... I used to think they were a pain — always pestering me about homework or scolding me for hanging out too much with Sasha & Marcy. Now I see they have always just been worried about me.

Props to the whole Thai community having my family's back, having my back, and then having the Plantars' backs too (they found out they're frogs and helped us all fight off some bugbots, Jo, it was a whole thing (◕ᴗ◕✿), and they did it all without judgment or question. I owe them a lot and hope to pay them back with many future visits!

After all that — long day, called it — Dr. Jan swung by with the vase to reveal she found a **hidden message written in ancient Amphibian runes** that are visible only under blacklight. Thank goodness Marcy got you to me, Jo... without the translation key she wrote out I wouldn't have a clue what the message said, which is:

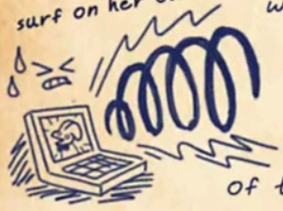
> Seek the mother of olms
> She will guide you to your destiny

Olms... OLMS... that sounds familiar. I think Marcy talked about Olms in earlier entries?! Will reread when I have a moment and see if I can find the mention.

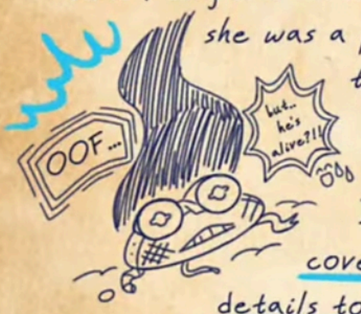
Update — Found it! *The Order of the Olm* was the fake cult Marcy fought... and the Olms themselves were giant, spiritual, underground snake thingies. Could there be a connection???

ENTRY 99

Polly tried to bring Frobo back to life, which was almost a COMPLETE DISASTER.



Turns out she made friends on the internet – which was A VERY BAD IDEA given that we are trying to lay low. Honestly, these frogs have been EXHAUSTING to look after on Earth. I love 'em but WOOF. Anyway, these friends – a pair of tech vloggers called the IT Gals – helped Polly learn some robotics overnight (man, Polly is a fast learner, we're all learning). So Polly went total mad-scientist in the garage and revived Frobo, only for him to almost kill her, and it was just a total mess. Hard not to I-told-you-so in that moment, but Polly's going through a lot, so we all decided to cut her some slack and not go all tough-love on her. The IT Gals came by, and they were very sweet and seemed not to suspect that Polly was an interdimensional creature (they just thought she was a purple kid with a tail, very open minded of them). Hopefully having some friends on Earth will help Polly cope with the Frobo situation in a more healthy way.

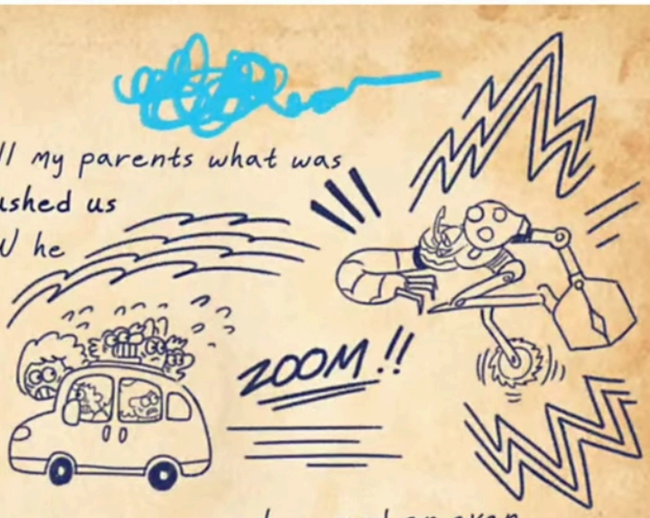


I spent much of the night tying together a cover story of half-truths and danger-downplaying details to my parents. It is exhausting to keep up and really, Jo, I'm tired of keeping them in the dark about the real danger we're all in. They've definitely earned my trust and (can't believe I'm saying this) respect. And even if they flip out and make my life harder, they deserve to know the truth anyway.

So I've decided I'm going to tell them EVERYTHING – about the king, the invasion, and the longboi robot hunting us. I love them, and I believe this is the right choice (life was so much easier before I started caring about the whole "right vs wrong" stuff), but ughhhh it's gonna suck.

ENTRY 100

JUST as I was about to tell my parents what was going on, the Cloak-bot ambushed us at home! I don't know HOW he found me, but it might have something to do with Polly's Frobo shenanigans. Dang, we should have been more careful!



oops

What followed was a crazy car chase and an even CRAZIER junkyard battle between us and that metal assassin. During this chaos, I was able to finally confess to Mom & Dad about what was going on and why I needed their help.

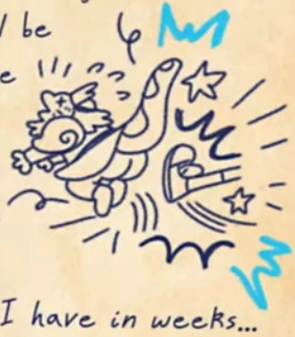
To cap off a crazy night, I tapped into the blue powers again, punting that killer robot into the stratosphere like a supercharged soccer star — and I did it all IN FULL VIEW OF MOM & DAD.

Afterward, as I collapsed in front of them, the magnitude of what was happening definitely set in.

When we got back home, Hop Pop, Sprig, and Polly repaired the house as I walked Mom and Dad through all the OTHER stuff that went down on the day that we got zapped back to Earth. And I tried to explain the HONEST TRUTH that most of my lying to them was to protect the Plantars, not to avoid getting in trouble or anything. Unfortunately, that's the kinda stuff I used to say to my parents when I WAS lying to get out of trouble from shenanigans with Sasha and Marcy, so I didn't expect them to believe it.

But my parents continue to surprise me. They were impressed by how I consistently put the safety of others before myself and seemed to understand and accept my instincts and decisions, even if they led to a whole bunch of lies. They say I'm more mature, fighting for a just cause, and clearly not the same rule-breaking-mischief-making Anne they knew before. And suddenly... Mom & Dad seemed different to me as well. 'Cause these parents in front of me were so open-hearted and understanding, not at all the overbearing prison wardens that I remember from less than a year ago.

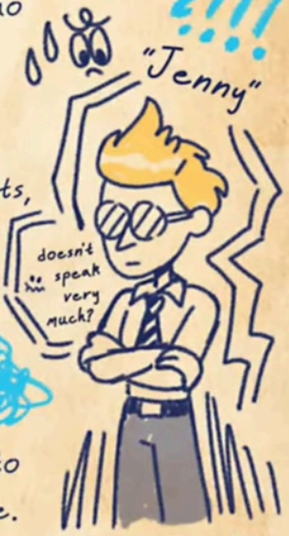
After we got done emotionally opening up to each other and deepening our familial bonds and whatnot, Dad quickly started to geek out over his "daughter the superhero" and the "big boss" Andrias. I guess it reminded him of some of his favorite movies and that one game he always plays. He's such a nerd :) Mom was a little less excited and a little more worried... She thought this was a LOT of pressure for a 13 year old, and honestly I don't disagree. But she says she has faith in me to handle this conflict, and she'll be there to help me do it — again, credit to the blue powers: I think punting a robot into outer space did MOST of the hard work boosting their confidence in my abilities here.



I went to bed that night feeling better than I have in weeks... Plantars secure, family united, lies purged, my to-do list is a lot less daunting now. We just need to find a way back to Amphibia so that I can rescue Sasha, save Marcy, and defeat that giant jerk Andrias. Still a lot tbh, but right now it feels manageable for the first time since I got back home.

ENTRY 101

Well, it was bound to happen — after the VERY PUBLIC incident with the Cloak-bot, the government is now fully aware of the Plantars and on our trail. We've got an eccentric government agent leading the charge who goes by "Mr. X" and his assistant named Jenny who seems to handle the tech and gadgets, of which they have lots!

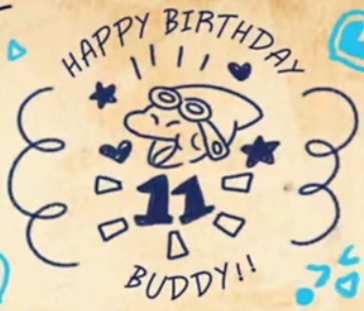


The duo likes to hide in a camouflaged ice cream truck... we gotta be on the lookout for that. They HARASSED my mom at the restaurant before tracking us to the theater and cornering us inside.

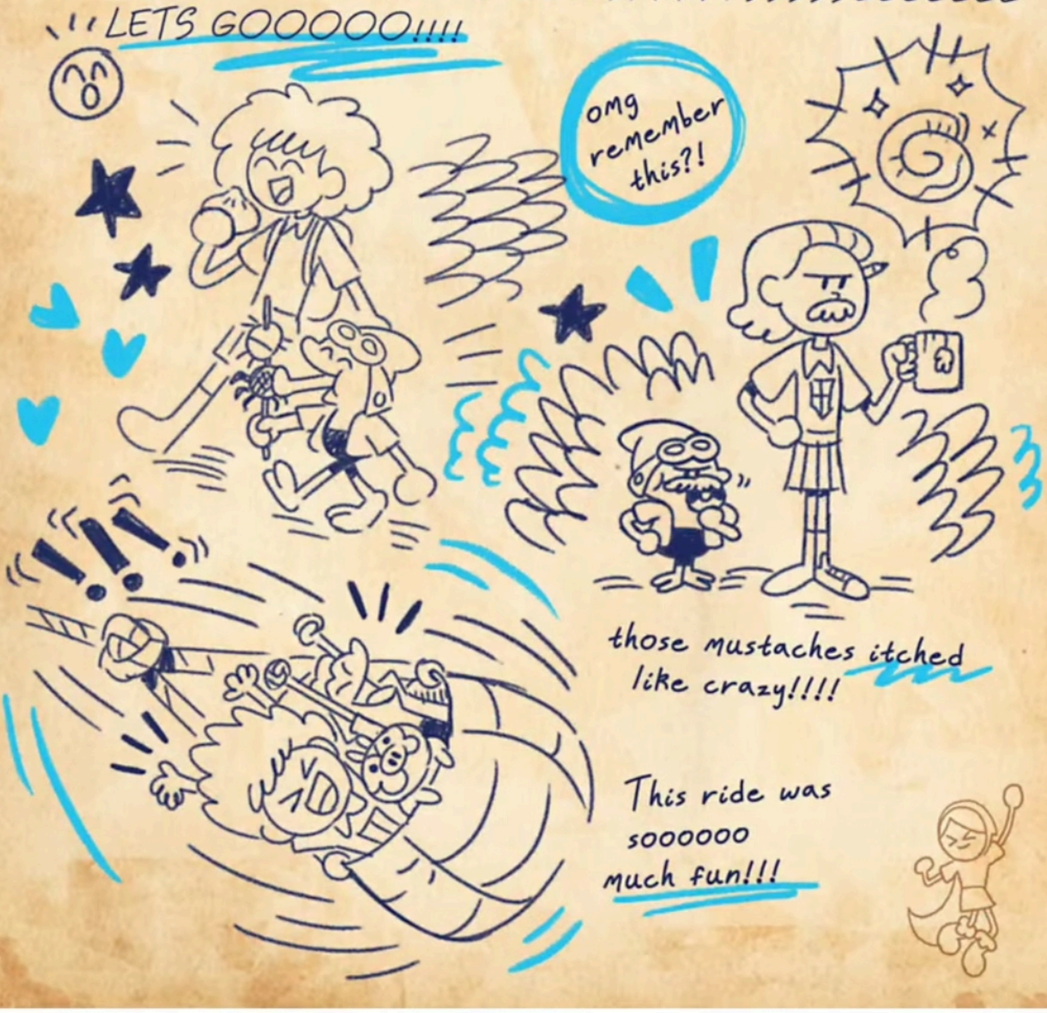
Another detail: Mr. X skates around on HEELIES. Side note, but I begged Mom & Dad for a pair of those when I was a kid, but they told me I would probably fall and knock my two front teeth out which is RIDICULOUS imo. Guess we'll never know NOW. Oh well.

Anyway, Mom and Dad actually saved the day, believe it or not. We were as good as caught and the Plantars as good as dissected when they hatched a pretty ingenious (and pretty crazy) scheme, allowing us to escape the government and even throw them off our tail for a bit (long story, but Mr. X may have trouble getting the government to keep pursuing "frog aliens"). GO MOM & DAD! I have once again underestimated your parental powers.

ENTRY 102



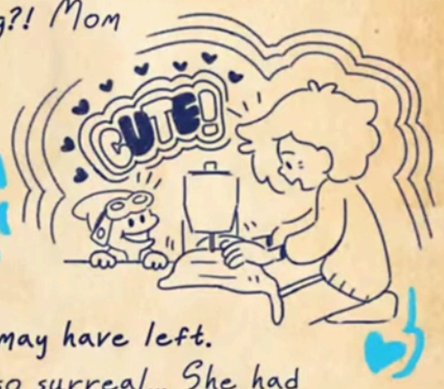
Celebrated Sprig's birthday today... I got SO caught up in looking for a way back to Amphibia that I didn't even realize it was my best bud's special day! I can't tell you how much Sprig means to me, Jo... He is the sweetest bean and really has helped me see my own self worth. If anyone likes you as much as Sprig seems to like me... you can't be doing things all too wrong, right? Below are some drawings of my FAVORITE memories of SPRIG PLANTAR NOW 11 YEARS OLD BAAAAYBBBBBEEEEEEE !! LETS GOOOOO!!!!



those mustaches itched like crazy!!!!

This ride was sooooooo much fun!!!

Watched Dad's favorite superhero movie tonight with the fam. Now everyone's spending a quiet evening to themselves. I overheard Sprig asking to use Mom's sewing machine – sounds like he wants to try making some clothes or something?! Mom said she'd show him the basics – LOVE how close those two have gotten.



As for me, I'm spending my night doing a different kind of research than usual. Searching YOUR pages for evidence or clues that Marcy may have left. Reading through her adventures is so surreal... She had companions and a WHOLE LIFE in Newtopia before the Plantars and I showed up. I know Marcy has always felt like she had trouble making new friends and connections... but it seems like she was doing a pretty good job.

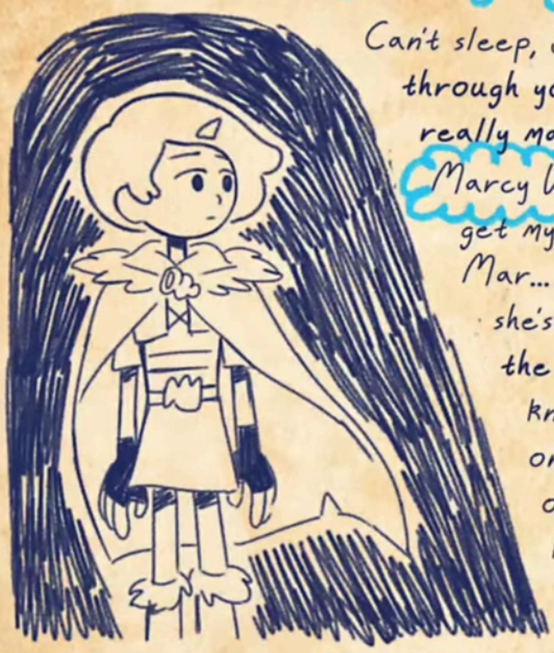
Marcy...
I'm proud of you. And I MISS YOU.
We'll get you back home safe and sound.

UPDATE:

SPRIG WAS NOT MAKING HIS OWN CLOTHES, HE WAS MAKING A STUPID SUPERHERO OUTFIT.

Worse, he totally became a masked vigilante and was all over the local news. His face was covered, but there is NO way this doesn't come back to bite us. UGH SPRIGGGGGGGGGGGG -.-

ENTRY 103



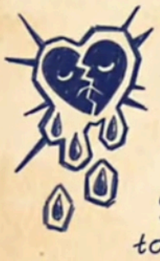
Can't sleep, Jo. Re-reading through your pages has really made my heart ache. Marcy Wu. Why'd I have to get myself thinking about Mar Mar... I know I told myself that she's got to be okay... but sometimes the doubt starts to creep in. I know it's not healthy to fixate on stuff that I have no control over... but it's been hard. I don't know if it's healthy to ignore the reality of what I saw either. I'm worried that if I crack everything will fall apart. I need to stay strong — at least in this moment for everyone's sake. If I'm right and not delusional, and Marcy is alive, she still needs me to save her. So if I lose steam and fall apart on Earth before I get back to Amphibia, I'd be dooming her by my failure. So, as far as I can tell, the best thing I can do for my Marbles is soldier on and avoid the heavy scary thoughts — as much as that feels like the wrong answer too — because all that matters is I GET HER BACK HOME.

Marcy, I've known you forever. You've been my best friend for so long, before we even knew Sasha... I remember how we met when we were three, some parts of it so vividly, and a lot of it my parents have told me:

The story goes that I was out by the beach, playing in the water, and saw a little girl sitting alone and building a giant castle out of sand. I invited her to play in the waves, and she said she would rather stay dry and work on her masterpiece.

She'd drawn out a BLUEPRINT in the sand with a stick. Apparently it was a scale model of a castle from her favorite video game (I can never remember the name, but you have loved that game so hardcore since you were literally 3 years old, and to this day it's always the first thing you bring up when you meet new people).

I don't think I understood a word you said to me, but your passion and intensity for this game and this castle in its honor were clear. So, as the waves got closer, I was determined to protect your masterpiece from being washed away before it was finished. You were getting anxious, so I took you by the hand, looked you in the eyes, and promised WE WOULD DEFEND YOUR CASTLE TILL THE BITTER END! That part I remember. Then I guess we both did our best to slice at the water with our toy shovels, according to Mom and Dad – it was obviously a losing battle, but we tried anyway and tripped over each other laughing and getting soaked in the process. We lost your castle, sadly, but WE'D FOUND EACH OTHER... and it seemed like that made it okay for you.



Oh Marcy... why did you keep your pain so hidden...? I wish I'd known all this... everything you'd been feeling... why you felt you had to feel it alone... and most of all why you felt you couldn't tell me, one of your best friends, who would've done everything I could to help you through it.

Was it because you didn't feel comfortable telling us these things? Had we hurt you in the past in some way that made you feel we weren't listening – or wouldn't listen?

Whatever it was, I'm sorry you had to go through that, Mar Mar. I wish I was there with you now. I will be soon. I'm coming to save you. And we're going to make things right.

ENTRY 104

I finally slept a good night's sleep, and since my last entry I've finally been able to put you aside, Jo, and focus more on the present. And not do so much thinky-feely-and-remembery stuff. I've been approaching my mission with a new clarity. Everything's moving forward at a steady pace.

Then...

Hop Pop just had to get up to some MISCHIEF to derail it all.

Somehow, without my noticing, LANDING A PART IN AN ELBOW CREAM COMMERCIAL??? Becoming literally the most famous face of the week in LA — when the Plantars' literal only priority is to avoid their faces being known?!?! Like, HP, I know you've got the whole acting thing in your bones, and it makes you act a little cuckoo sometimes,

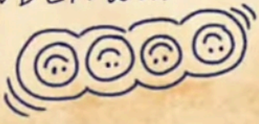
THERE WERE BILLBOARDS JO!!

hmmm...

but COME ON! Mr. X would have finally CAUGHT us if it hadn't been for the kindness of a sweet old man (who weirdly looked a LOT like Hop Pop) named Humphrey.

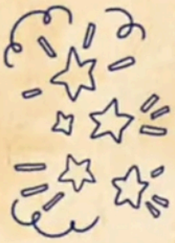
We are BARELY escaping X and Jenny every time... I can't help but feel like we are being WAY too careless in public. I feel like it's wrong to scold Hop Pop, like if I tried to ground my parents or something. It's just weird. But HE'S GOT TO BE MORE CAREFUL! Sprig and Polly too, but they've already learned their lessons the hard way. THESE FROGS I TELL YA. THEY LOVE THEIR PUBLIC MISCHIEF! GAH!

FOUND A GRAY HAIR. WONDER WHY



ENTRY 105

INCREDIBLE news! We finally got a lead: a scientist named Dr. Frakes! Who has built some kind of homebrew portal thingy-ma-jig that might be our ticket to Amphibia! Less incredible news? She turned out to be completely nutters! Like not playing with a full deck, dude — she wanted to kidnap the Plantars and sell their organs or something for FAME?! Luckily her assistant was MUCH nicer. They're a lovely person named Terri who has been working for Frakes for years, and quite honestly...it sounded like a pretty unhealthy relationship.



The Frakes portal is extremely limited (Terri explained that it is highly unstable, dangerous, and only opens a VERY small portal to completely random dimensions) — but maybe with some work...Terri can help us get back to Amphibia. Jo, I HAVEN'T BEEN THIS EXCITED since the first time Mom made me Kai Yat Sai (a special thai omelet with hamburger, ketchup, and vegetables inside) when we got back to Earth. That tingle in your bones when you feel so incredibly close to something and it all feels right?

Until now, so much of this mission has been based on some WILDLY optimistic hoping. Now it's REAL, and Amphibia feels like something I can see on the horizon, with Marcy and Sasha in reach... I trust Terri, who is mega smart (I think Mar Mar would like them a lot), and I trust the feeling in my heart that we finally have a shot.

Mom's Kai Yat Sai

(egg crepe stuffed with ground beef)

Makes 4 to 5 filled crepes!

KAI YAT SAI

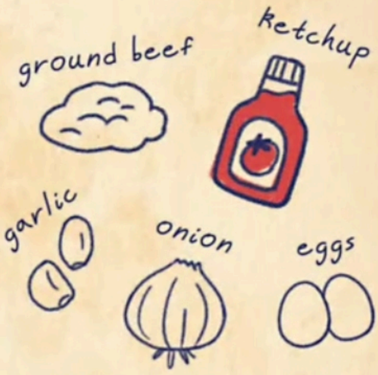
Filling:

Mince 2 cloves of garlic and brown them in a hot skillet.

Add 1lb of ground beef to that same skillet, mix it with the garlic and cook until meat is fully browned. (You can add minced onions at this stage if you want, but I don't like 'em.)

Drain the fat. Add 1 tsp. of Maggi and generous amounts of ketchup.

Add minced frozen carrots, peas, and green beans. Mix with filling until the veggies are fully defrosted.



Crepes:

Beat 3 eggs in a bowl until the mixture is silky.

Coat another skillet lightly with vegetable oil. And heat until medium/high.

Pour a thin layer of eggs so that the bottom of the skillet is covered and there are no holes. Cook for a couple minutes, but DO NOT FLIP!! The top can be a little soft/silky, but the bottom should be browned and crispy.

Use a spatula to gently move crepe to a plate.

Assemble!

Add 2 tbsp. of filling into the crepe but keep it near the top so that there's room to roll.

Gently roll the crepe down the bottom and fold the sides. Tuck them under to make a lil' egg-burrito looking guy.

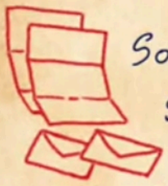
You're done! Serve with rice!

ENJOY!

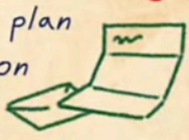
ENTRY 106

It's Christmas, and my heart is just so heavy... I spent the whole week making a float for Mom. It's always been her dream to be in the X-mas parade, and I wasn't about to let everything that's going on stop her from finally getting to enjoy this!

The whole time, I couldn't help but think about Marcy, Sasha, and how much their families must be missing them during this special time of year. We're SO CLOSE now, I think it's fair to drop a little hope in their mailbox for the holidays, now that I finally have some hope myself.



So after we get back from the parade (which I hope goes off without a hitch, we've been seriously pushing our luck lately), I will write to BOTH the Wu and Waybright families and tell them as much as I can – that Sasha and Marcy are alive, on another world, and WILL be rescued SOON – without putting my plan in danger. So, it's gotta be anonymous and light on details, but that's better than nothing, right?



Happy holidays, Jo – and whoever is reading these words. Promise me you'll tell the important people in your life that you love them with all your heart. You won't regret it.

P.S., I met a VERY nice street performer named Becka Salt the other day, and they were singing this lovely song – a holiday original. It's been in my head all week.

ENTRY 107

This is it – we're getting back to Amphibia. And just in time, too. ANDRIAS showed up at the Christmas parade! Somehow taking control of a giant Santa balloon and almost killing us all. Earth is clearly not gonna be safe for long. We gotta take this fight back to his doorstep!!!

Thankfully Terri, that sweet blue haired genius of an inventor, figured out how we can pinpoint dimensions and target Amphibia – MUSIC! Of course! Doy! That's why the Calamity Box is a MUSIC BOX! The ancient newts apparently used musical frequencies as coordinates or something, but it's all a bit over my head :j

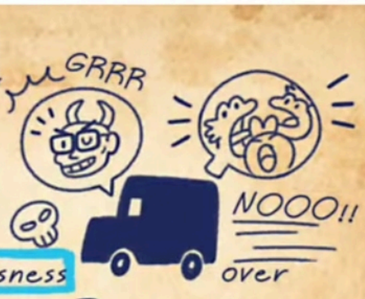
The only problem... it's only possible to open a pinhole-sized window to Amphibia for a very short period of time. We need a LOT more juice. And the wild amount of electromagnetic radiation produced by the portal might have some dangerous side effects, so Terri said we should be careful using the device, even when we get it working fully.

Terri and Jan (who is here at the warehouse with us helping out) gave us a list of stuff to buy at Spendco that will help get the portal on its feet and get us back to Amphibia.

Now that we're almost back... I can't stop thinking about Mom and Dad. They can't come with us obviously – I don't know WHAT I'd do if anything bad ever happened to them. It's one thing to be separated by accident but CHOOSING to leave them? Am I ready for that? We've gotten SO much closer over these past few weeks... It's different now. So much harder to imagine losing them again.

I guess I haven't thought too much about a LOT of things, Jo. Mae ja... Pau ja... I... I'll be SO lost without you...

ENTRY 108



Jo – you're never going to believe this. Mr. X was waiting for us at Spendco, and HE TOOK THE PLANTARS! I dunno how he finally found us. Maybe our carelessness over the past few weeks finally caught up with us??! Dang it!! We hatched a bold plan to rescue them by joining up with the Earth companions we've made since my return... but when we tried to sneak into the government basecamp, Mr. X was ready for us AGAIN. All hope seemed lost, and I just fell to pieces. Everything that has been building up inside of me just came bursting out – everything I have to do... all the friends who are counting on me... Sasha... Marcy... ALL OF WARTWOOD – AMPHIBIA!!!

It was just too much.

But then... Mom and Dad brushed away my tears and told me that I could do anything.

Can you believe it, Jo? These are the parents I always felt doubted I could do anything on my own... hovering over my shoulder at every turn, making me do my homework... critiquing who I hung out with... my clothes... everything!!!

Yet here they were... telling me I'm the hero everyone was waiting for, and that they'd be with me the whole way.

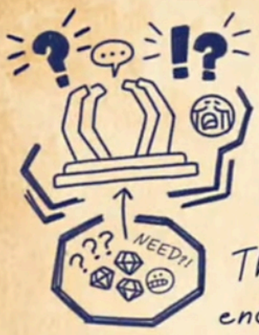
In my heart, Jo, I was filled with the SPIRIT OF DETERMINATION ITSELF! I was going to TAKE DOWN MR. X AND ALL HIS AGENTS IF I HAD TO.

And guess what? I DID.

It was exhilarating.

We rushed back to get Terri's portal open and hooked it up to a SUPER generator that we BORROWED from those GOVERNMENT AGENTS! TAKE THAT, X! Terri's booting up the portal now... Mom and Dad have a care package for me – give me a second Jo, I'm going to say my goodbyes. Gosh, I LOVE them SO SO MUCH!

ENTRY 109



Nothing can EVER be easy! The portal didn't work. None of us knew why. Terri said increasing the energy exponentially had NO effect... It must be the stones... the calamity gems... We needed them to power the portal... They could be the ONLY thing in the universe with enough energy to do it.

Then stuff got even worse. The government agents and Mr. X came smashing through the windows and had us surrounded. He rolled up to me on his STUPID heelies – I CAN'T BELIEVE I EVER THOUGHT THOSE WERE COOL >:(

He tried to talk down to me and make me feel small again – but I WASN'T HAVING IT THIS TIME... and from deep within I felt the blue power growing and GROWING. And you know what, it felt DIFFERENT this time. Almost as if I had more control – and it didn't feel like something was taking hold of me. Instead, I was taking control of it! Could it be that the positive feelings of encouragement and support from my family and friends had an effect on what the powers could do??

Whatever it was, dude it was AWESOME – I slapped his dumb hand away and SHOOK THE GROUND WITH MY WILL, knocking X and all his men on their BUTTS. And then... I FORCED THE PORTAL OPEN MYSELF – using my body as a conduit and channeling the energy of the calamity gem through my hands. King Andrias said I was still connected to the stone... and I could feel myself borrowing its power even though it was in another world. It was all EPIC stuff, Jo...

With one last look at Mom and Dad (they're proud of me, Jo... PROUD of me!) we all dove through the portal, which closed behind us with a furious blast of energy.

We woke up on a cliff overlooking the path to Newtopia... but the landscape was **utterly devastated.** Smoldering ruins of villages, toxic lakes & rivers, and swarms of FROBOTS... all working under the looming dark shadow of King Andria's floating castle.

What has he done to Amphibia? And Wartwood?!

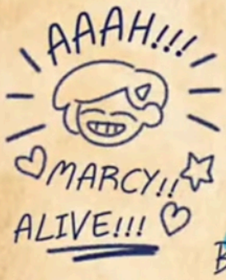
WE NEED TO GET TO WARTWOOD AND MAKE SURE EVERYONE'S OKAY!

ENTRY 110

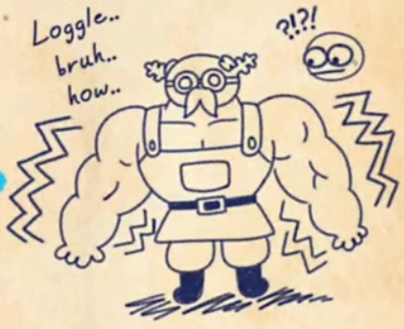
My heart is still racing, Jo... We arrived to find Wartwood totally destroyed. But guess who is here leading an UNDERGROUND RESISTANCE?

Sasha. FROGGIN' WAYBRIGHT!

I gave her the BIGGEST FREAKIN' SQUEEZE ever when I saw her again – I know we have a rocky history and parted ways under... less than good circumstances, but it's just so wonderful to see her safe. I have been SO worried about both her AND Marcy this whole time...



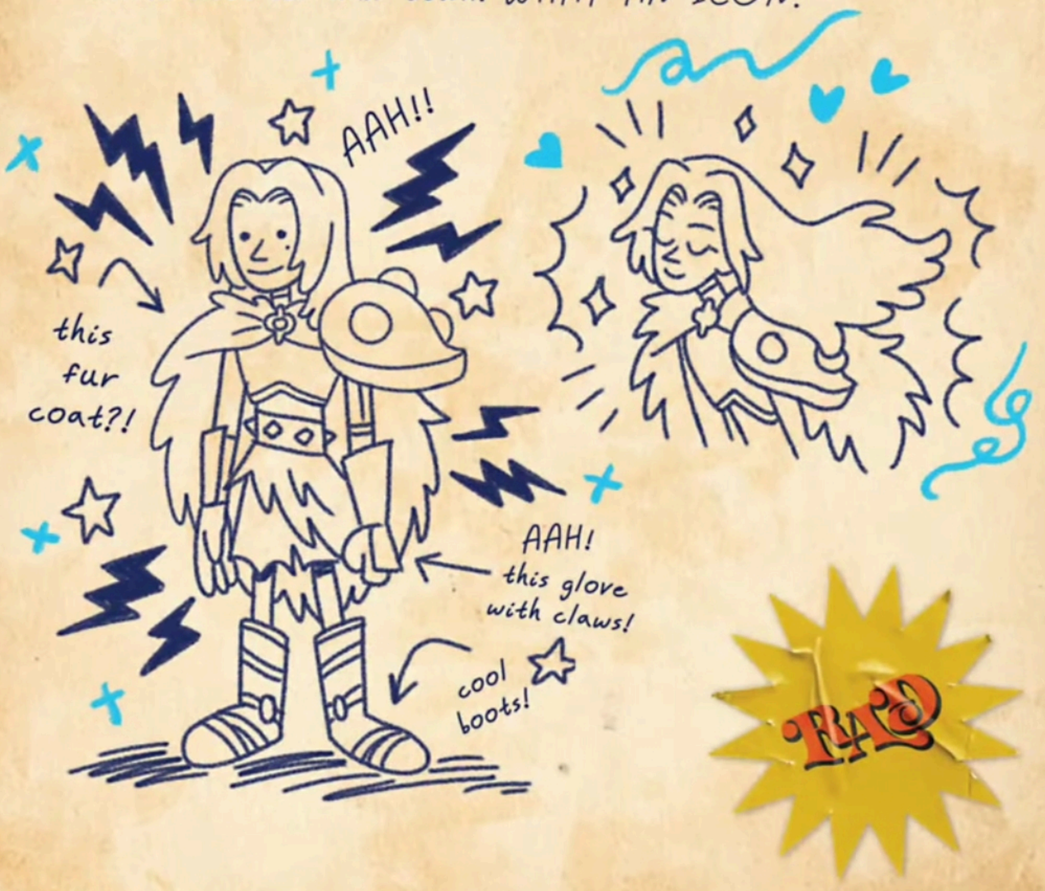
Speaking of which, more good news – Sasha says Marcy is ALIVE! I KNEW IT! I just knew it, Jo... I felt it in my heart ever since that horrible moment in the throne room. That Marcy MUST be alive somehow. And she is! But after all these weeks of doubt and fear, I felt SUCH an overwhelming sense of relief when Sasha said it. Mar Mar's not out of the woods yet, but with me and Sasha back together, teamed up with all of Wartwood, I know we'll be able to rescue her.



And let me tell you – the people of Wartwood have CHANGED. They really stepped up in the face of evil Andrias. LOGGLE IS SWOLE. They carved out a whole secret base in the Plantar family dungeons. And now that we're here, we join them as OFFICIAL RESISTANCE MEMBERS. YEAH BABY! LET'S GOOOO!

I can tell Sasha was surprised that I was happy to see her and uncertain about where the two of us go from here... and she's right: it is kinda weird. Hopefully we can put things behind us for a bit and focus on working together for a change. If we're on the same page, I know we'll have the power to save Marcy, STOMP Andrias, and finish this thing for good.

Below are some sketches of Sasha's new killer outfit, sorry they're not super great. It's just WILD to see her leading the Wartwood resistance like a barbarian queen! Also, she looks beautiful with her hair down! WHAT AN ICON.

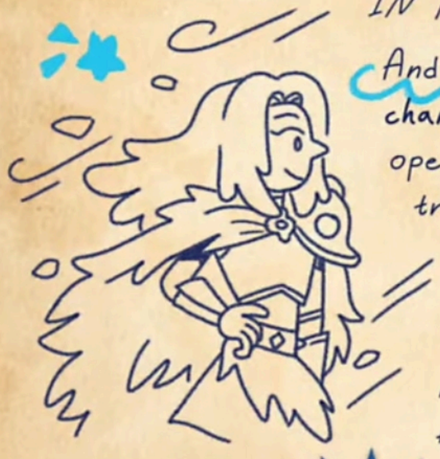


ENTRY III

Sasha wants ME to be commander of the resistance, but I dunno... Amphibia has changed SO much since the Plantars and I went missing – there are different kinds of robots everywhere, the landscape has completely changed, and oh yeah – I HAVE NO IDEA HOW TO RUN AN ARMY!?!?!

I could tell Sasha really wanted this, so I agreed to wear the "helmet of leadership" and try to do my best... but stepping into this resistance mid-conflict feels like being the new kid in class halfway through the semester. I don't think it's gonna go well.

Update – YEAH, SO IT DID NOT GO WELL. In trying to destroy one of Andria's mind control collar factories (yeah, apparently that's a thing now)... I screwed up big and nearly got the whole team killed. Luckily, I finally convinced Sasha to take her rightful place as leader of the resistance JUST IN TIME to save our butts.



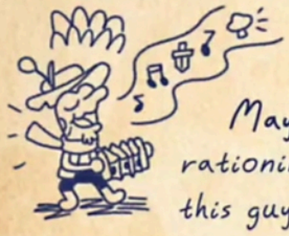
And save us she did. Sasha has really changed, Jo. She feels different, more open to suggestions and feedback. No trace of manipulation or hidden motives. It's like she really wants to do good and help out however she can. My parents said I felt like a new Anne to them... Well, this feels like a new Sasha to me.

And I like it.

WOW

ENTRY 112

Sasha took Ivy & Sprig on some kind of commando mission, so I spent the day reconnecting with Wartwoodians I hadn't seen in a while! Here's what everyone's up to:



Wally – composing military jingles and pep rally chants.

Mayor Toadstool – in charge of rationing and supplies (can't believe this guy is so trustworthy now, feels like only yesterday he was ripping everyone off).

Maddie – resident apothecary, runs the med bay and comes up with potions and ointments that heal.

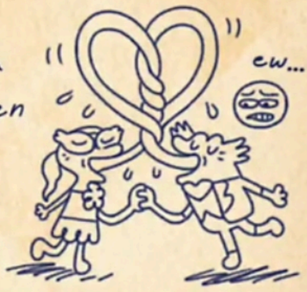
Loggle – runs a workout class for resistance members.

Grime – chief armorer and master of combat training. I signed up for his seminar "pros and cons of bladed weapons: the double edged sword."

Mrs. Croaker – head of assassination & intel gathering... I guess because of her past. Makes sense!

Everyone seems to have fit in nicely to a role in the resistance. I'm so proud of all my precious townies!

Bumped into Hop Pop who said he and Sylvia are rekindling their romance after he'd been gone for so long. I told him that was TMI, like WAY too much TMI.



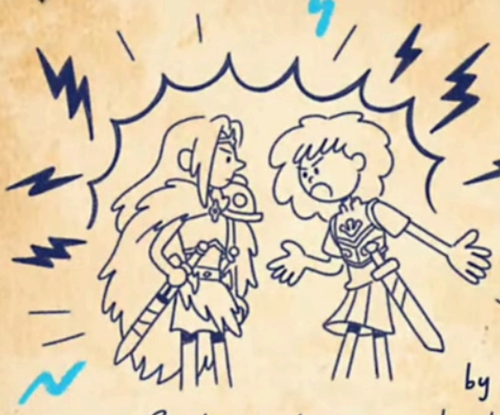
"Nothing wrong with seniors in love, Anne."

Okay okay, sheesh.

Then I spent the evening rereading Bessie's Driving Manual with her – I haven't seen her in what feels like forEVER.

I missed that big ol' snail! She chewed on my hair affectionately for 30min straight, and y'know what – I didn't mind none.

ENTRY 113



Sash and I had a fight today... I know we're trying to put stuff behind us but tbh this was BOUND to happen.

We were out on a mission, and our team (Toadie, Croaker, Maddie, Wally) got captured by these nasty marauder guys! I begged Sasha to let us go back and free them, but she refused, telling me to "be patient" and to "trust the team."

I got pretty hot & bothered at first – I have done ENOUGH waiting in the past couple months... I was ready for ACTION! How could we just sit here on a cliff waiting while my FRIENDS were in trouble?! I accused her of not caring about the frogs... to her, they're soldiers, but to me they're FAMILY! But then wouldn't you know it – at the height of our argument, the team came through and busted out by themselves! We dashed down to the base to help mop up stragglers and rode home victorious...

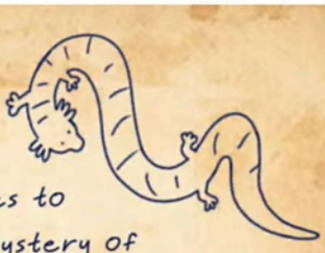
I apologized to Sash, and she accepted it gracefully. I'll admit – I was wrong. She even let me vent and say some mean things to her all day when she knew it wasn't true and she really DID care about the frogs. I can't believe this is the same girl who tried to turn Sprig into a pincushion only months earlier.

Later that night, I admitted part of my frustration was coming from just how long it's been since Marcy was taken prisoner... I know we are working hard to beat Andrias and save her, but hasn't she been kept waiting long enough?

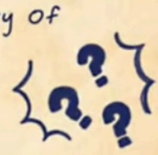
Sasha bristled a little at the mention of Marcy and said she needed to be alone to go over strategies for the coming missions and she didn't want to discuss it any further.

Looks like she's frustrated too.

ENTRY 114

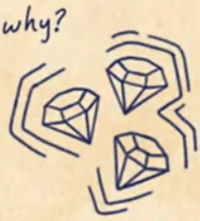


Today begins our quest to find the "Mother of Olms" – the only clue we have when it comes to learning about the music box and solving the mystery of the gems. I have so many questions still...



- How did the music box end up on Earth? By mistake? Was it stolen and hidden away? If so, by who? And why?

The vase had a drawing of a hooded frog emerging from a portal and gifting the box to some Vikings... but why a frog? Andrias seemed to imply it was a newt invention...

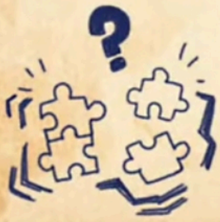


- The STONES – what ARE they? Were they created at the same time as the box? Or before? After?

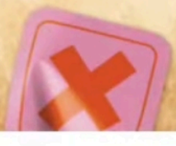
- Who or WHAT is Valeriana really? What was her ancient order? How much does/did she know? What was a lie and what was the truth? Is she good or evil?

- The temples – what was the purpose of them? The powers from the gems must have ended up inside each of us (Sasha, me, Marcy), but now I'm the only one who retains any... Is it because I didn't let the stone finish charging @ the second temple...?

And how did we end up with the powers in the first place? Did it happen while we were on Earth? When we first used the box? Was it an accident or did the stones... choose us??



- How do the olms fit into all this?

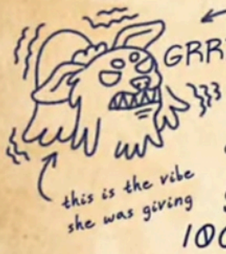


ENTRY 115

We managed to gain access to the hidden olm city of Proteus and meet with **Mother Olm**, the oldest and wisest of ALL amphibians. She was actually very very sweet. She read a prophecy to us, which I will write down below. The prophecy makes it clear that we three humans were "summoned" here to do battle with some "unnatural thing." I have NO idea what she's talking about. What unnatural thing? Last I checked, it was King Andrias who wanted to conquer the multiverse. Is there a piece of the puzzle we're missing here?

Mother Olm said that we need to get to the music box so that I can somehow unlock Sasha and Marcy's powers too! Then we can just take turns kicking Andrias's big ol' BUTT! Really looking forward to that. I got the feeling Mother Olm wanted to tell me something else...but she bit her tongue at the last second. She's also VERY old and has some memory issues. Hopefully we got all we needed, and it wasn't anything major she left out.

During this whole mission, Sasha has been SO impressive! You should have SEEN her chew out Parisia (Proteus's warden) when she wouldn't agree to let us see Mother Olm. Waybright may have changed... but she's still got FIRE for DAYS! She may not even realize how far she's come. It's like she's truly growing into her strongest, most ideal self, but still 100% Sasha. I know she used to worry that "change" meant becoming a different person. I hope I can help her realize just how much she's changed in the best way without losing the parts she loves about herself. Does that make sense? Idk it just fills my heart to see her this way.

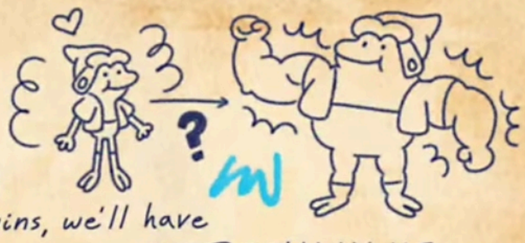


THE PROPHECY

"Three stars burning bright
come from beyond to expel the night.
Should they fight or embrace the fall?
Their choice will determine the fate of all".

Mother Olm said that our choice was important to this prophecy... is that why Valeriana didn't stop me from "charging" the stone?

ENTRY 116



Sprig went off to train with Grime today in order to prepare for an upcoming duel with Beatrix – if he wins, we'll have earned the toad faction's support, so HOPEFULLY HE COMES BACK SUPER SWOLE OR SOMETHING!

Gotta love Sprig, but even I'll admit he was being pretty bratty around Grime – fair enough tho because not long ago Grime was trying to kill us all! He's young, and it's harder for him to let go of the past or have faith and trust a former enemy-turned-ally. Still I hope he can see the bigger picture and work together with Grime. Otherwise we're kinda hosed.

While they're away, Sasha and I are going to head to the underground spa that Tuti opened (moss masks and cave saunas galore) and have ourselves a SELF CARE DAY. Hop Pop is off doing I-don't-wanna-know-what with Sylvia, and Polly is helping sharpen weapons with Stumpy. So it looks like the stars are aligned for a little "me time" with Sash.

Update – SPRIG WON! HE BEAT BEATRIX, AND THE TOADS ARE RECRUITED!

Wow, I don't think I've ever yelled harder in my life – what a cage match. What a WIN! And it looks like Sprig and Grime are buds now?? Proud of everyone's growth tbh. I mean frogs and toads fighting together? I suppose DURING THE APOCALYPSE... anything's possible!

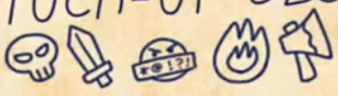
ENTRY 117

You'll never guess who we just convinced to join the resistance...

APOTHECARY GARY!

That's right! The creepy mushroom guy who um...

MIND-CONTROLLED ME, SPRIG, AND POLLY THAT ONE TIME????!

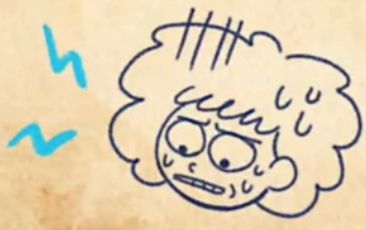
THAT STUCK-UP GLOWY PURPLE PUNK  !!

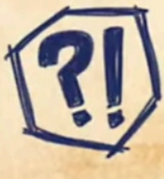
Even crazier? It was HOP POP who finally made it happen! After we helped Gary and his skeezy cult members defend their hidden village from some pyromaniac robots, it was decided **we should work together toward a common goal:** defeating Andrias!

"The enemy of my enemy is my friend" and all that, but c'mon, GARY???!

I guess he is KIND of cute now since he technically possessed the body of Jeremy the beetle but — wait, hold on. ARE WE JUST OKAY WITH THAT????!!

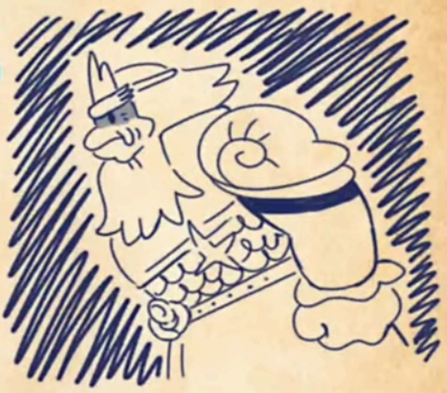
GAAAAH whatEVER! Jo, I'm too tired to think about all this stuff. Below is a sketch of my face when I found out we were teaming up with this bottom-tier super villain.





ENTRY 118

King Andrias. I've been thinking about that guy lately. Usually it's just angry thoughts and imagining how I'm gonna knock his teeth out but... something about what he said to me that day (y'know — the day when EVERYTHING WENT DOWN) has stuck with me...



"That's the thing about friends... the more you love them, the more it hurts when they go."

OUCH...

FROG FROM THE VASE???

He wasn't just talking about me. I can see it now — he was talking about himself... and his own friends. He mentioned they had betrayed him and stolen the music box under his nose. Now, I'm not a detective or nothin', but I think... it might be the hooded frog from the vase — the one we found on Earth.

I don't know the story here... but Andrias didn't just want to kill Sprig when he dropped him from the window... he was trying to prove something to me. He was trying to hurt me in the same way he had been hurt.

HMMMMMMMM...

THERE'S MORE HERE. I can feel it. And if we can solve this riddle... maybe we can use it to defeat that mad tyrant once and for all. Dude, I got to talk to Sprig about this.

ENTRY 119

Ran into an old acquaintance today during a recon mission...

TRITONIO.

This greasy scallywag was up to his old tricks (using orphans for elaborate robberies), but I could immediately see **he'd be an excellent addition to our resistance.** He may be a swindler, but he's a great strategist and a charismatic leader to boot!

The only trouble... **he's got loyalty issues.** Apparently he was raised on the seedy streets of Newtopia, where every kid was taught at a very young age to fend for themselves. Explains why he's so guarded, always double- and triple-crossing everyone.

So when our mission went belly-up and Tritonio's gang of merry companions was captured, I had to convince him not to abandon his crew... that friendship was "the greatest loot of all" and well worth fighting for. (I have to admit it was one of my better speeches :)).

After we successfully saved his band of newts, he agreed to join the rebellion and fight for our cause! It was nice to finally learn more about Tritonio... looks like **everyone's got a few layers if you're willing to dig deep enough!** Tritonio mentioned hardly recognizing me as the same gullible, needy kid he met all those months ago... It's weird, but seeing all these familiar faces has really made me realize **how much my time in Amphibia has changed me.**

It's true, Jo... I feel like a completely different person.

ENTRY 120

DOMINO 2! THAT IS ALL!

Side note – I'm SO grateful for Sprig Plantar. I've never had someone in my life quite like him... someone who makes me feel like I'm the best version of myself... <3 <3 <3

ENTRY 121

Tomorrow, our allies will gather in Wartwood to plan our attack on Andrias.

I wanted to take a little time to reflect on our adventure before it all goes down.

I've never felt like this — like I can do anything. It's all because I have such wonderful people who believe in me. I'm not the same Anne Boonchuy who got pressured into taking that music box. I'm not the same Anne Boonchuy who was irresponsible and selfish. I want to live for more than myself. I want to dedicate everything I have to protecting the ones I love.

Sprig... Hop Pop... Polly... I love these three so much and will forever treasure them, no matter what comes.

Sasha... we've changed together, you and I both. And whatever changes await us, we will meet them with grace and courage.

Marcy... we're going to save you... and face the future holding your hand. If you truly have to move away... we will love you no matter what. And we'll always be together in our hearts.

Jo, I can't believe it, but tonight we begin operation:

SAVE AMPHIBIA.

We have a strategy. We have a giant army made up of frogs, newts, and toads. And most of all we have the DETERMINATION to succeed!

WE'RE COMING FOR YOU GIRL!!!

Our plan is to send the BULK of our army to attack Andrias's castle head on. While he's distracted, a small strike force (Sasha, me, Plantars, Frobo, and Grime) will sneak into the castle, save Marcy... and steal the music box. This will be my final entry — I think stuff is going to be way too intense from here on out. I don't know what's going to happen... but it's been a pleasure, Jo. Hopefully, you'll be safe in Marcy's hands VERY soon.

Wish us luck — it's go time.

ENTRY 122

Jo, it's Marcy. I'm so glad Anne has taken care of you all this time. So much has happened since I slipped you in her backpack that horrible night.

I have so many questions, gaps in my memory, blank spots from all that time held captive by "The Core" but... **I don't even care right now.** For once, I'm gonna put theorycrafting and lore-gathering by the wayside to feel some of the things I'm feeling in this moment. Well, first of all... it's over... IT'S ALL OVER.

After Anne and Sasha saved me from the clutches of The Core, **we used the calamity gems to power up and destroy the moon.** It was pure joy and anime awesomeness. The honest highlight of my life and the culmination of everything good my dumb misguided adventure could've given me after all the pain it caused. Speaking of which... Anne...

Anne gave her life for us. For Amphibia. SHE'S A HERO. A true hero. It makes me cry just thinking about it... But she was given back to us... by the "creator" of the stones (some kind of interdimensional, cosmic, kitty-cat guardian thingy). Was it as a reward for doing the right thing? For using the stones for a noble purpose? It's hard to say truly, but I don't care. I don't FROGGIN' CARE! Anne's back - and **that's the only thing that matters.** The world is safe and Anne is too.

The thing is though... we don't have the calamity stones anymore... the Guardian gave us these calamity "shards." I've been performing some tests on them, and from what I can gather... **they only hold enough calamity energy for a one-way trip.** I guess it's a gift from that Guardian to let us go home, painful as it will be to leave Amphibia behind.

So this is it. We've faced incredible odds, grown so much as people, but our greatest challenge is now before us. I'm spending the night cuddled up under Joe Sparrow's wing. Gonna miss him SO much. Tomorrow morning comes, the hard part...

Saying goodbye to Amphibia.

ENTRY 123

Anne, Sasha, and I emerged on the other side of the portal – our faces still wet from the tears of saying goodbye. Waiting for us was not only Mr. & Mrs. Boonchuy... but Sasha's parents... and... and mine.

I've never seen Mom and Dad cry so much before in my whole life. I told them how sorry I was for running away, that I was selfish to do so. To make them worry. They told me none of that mattered.

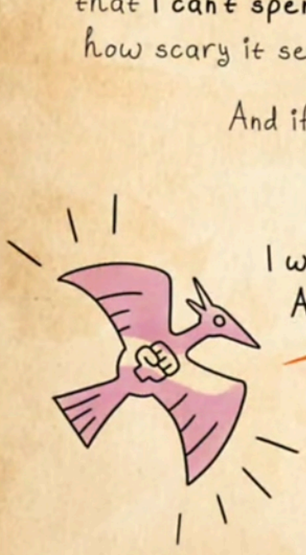
Turns out Dad was able to put off his job for a bit while they waited for me to come home. But now that I'm back... **we're gonna have to go pretty soon.** Dad will go ahead a few weeks before me and Mom. We're gonna stay back in LA for a bit while I recover at the hospital and get checked out by a ton of doctors. So I have some time to spend at home and be with Anne and Sasha before I have to say goodbye.

Both girls gave me the biggest of hugs when they heard the news. I never could have found the strength to accept the move without them. This whole adventure has taught me that **I can't spend my life running from change,** no matter how scary it seems.

And if it ever seems like I'm alone...

I'M NOT.

I will carry Sasha's strength and Anne's heart with me wherever I go.

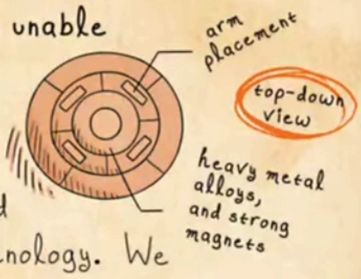


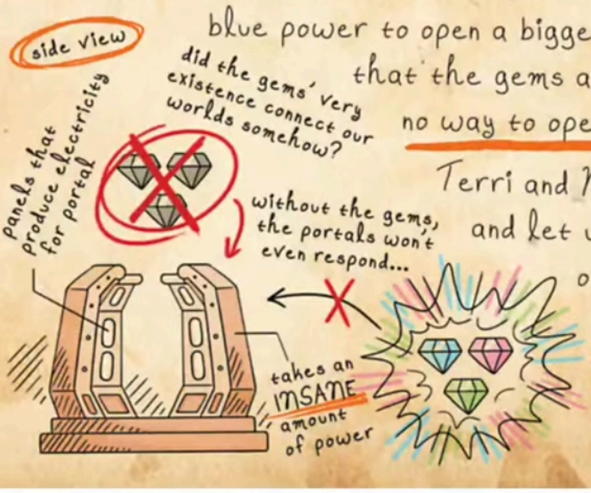
ENTRY 124

I've been seeing a really nice therapist and a few doctors - everyone is really pleased with my progress so far. The scar on my chest has healed nicely too... Soon it will just be a faded white mark. Ancient Newtopian technology is quite amazing - you'd never guess I had been so terribly injured...

Mr. X (a super stylish secret agent???) has personally debriefed us on the situation with the invasion. His department is doing their best to cover it up with the public (their official stance is that **it was a "big budget Hollywood film shoot gone terribly wrong"**). Meanwhile X is working with Terri (a scientist friend of Anne) to try and build **a fully functioning interdimensional portal for scientific purposes.** It's tricky because he has to do it in secret, hiding the project even from our very own government. He doesn't believe any nation should wield that kind of power lest they get greedy for resources and do with it what the ancient newts did. Buuut he's not opposed to letting us see our friends again if they get a portal working!

Unfortunately... it may not matter. **Terri is unable to get even the smallest portal to open** no matter how much power they feed it (something they were able to do before, according to Anne). I chatted with Terri and shared my knowledge of the music box technology. We hypothesize that the calamity gems radiated some kind of innate interdimensional energy that the Earth portal tech was tapping into somehow. This would make sense because Anne had to use her blue power to open a bigger portal before. And now that the gems are destroyed...there may be no way to open ANY portal anymore.




side view
did the gems' very existence connect our worlds somehow?
panels that produce electricity for portal
without the gems, the portals won't even respond...
takes an INSANE amount of power

Terri and Mr. X vowed to keep working and let us know if they find a way to open a path between worlds again. But it seems like we shouldn't get our hopes up.

ENTRY 125

Hey, Jo. Been a couple weeks - not much to report. Just **trying to make the most out of my remaining time with Sasha & Anne.** The doctors say I've made a full recovery, and my therapist is gonna let me keep doing appointments over the phone. So that means... it's time to pack. Ugh.

I've had such a wonderful time with the girls. It's been like a perfect summer vacation... just having fun and spending time together. Sleepovers every night. Bliss! It's so strange (good strange) **the way our friendship is different since Amphibia.** For example, I've noticed Anne and Sasha showing more interest when I talk about games. At first I felt almost like they were putting on an act just to make me feel better. But I've realized they genuinely wanna show me they care which is really sweet ^_^

OH case in point! **They actually played through an entire day of C&C with me** and offered to keep the campaign going. It was SO SO fun, don't get me wrong, but I ended up saying it was a one-off. I could tell it wasn't the most fun for them.

The fact that they put in the effort and made the most of it meant a TON to me. And it helped me realize **I'd rather spend our time together doing stuff we ALL like.** Not forcing them to compromise just so I can do what I want the most.

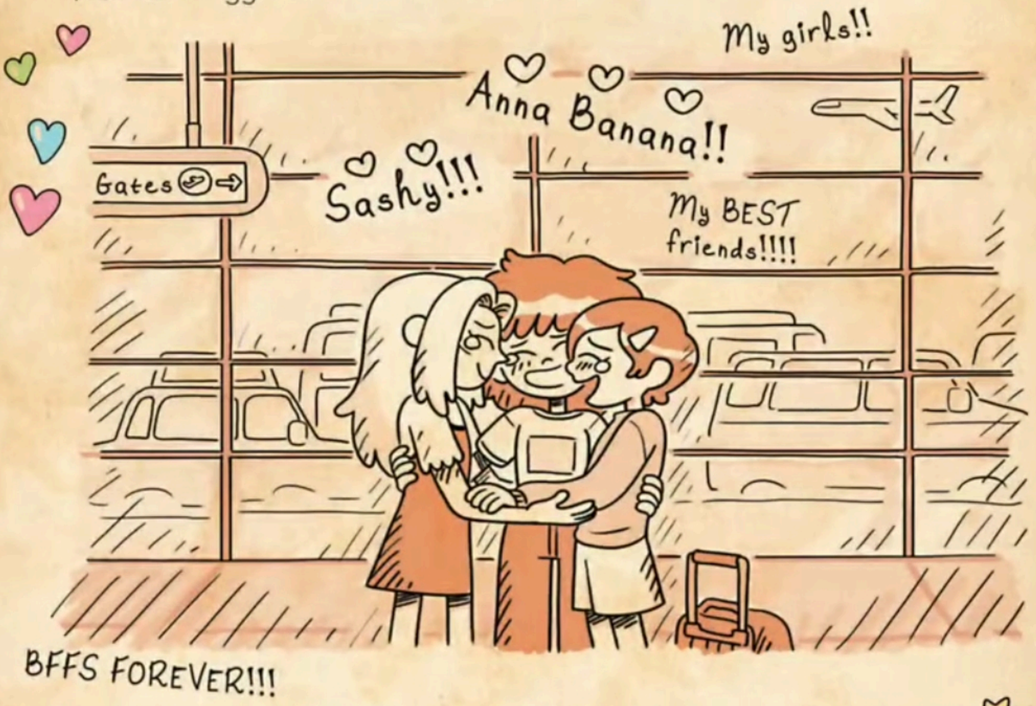
I guess what I'm trying to say is that... we're all, like, **leveled up versions of ourselves now.** We communicate better and pay attention to each others' needs. It made me realize how much we all kept under the surface before Amphibia. Now we're just having fun being together. I **love those two SO much.** What a wild journey this has been.

ENTRY 126

Jo, I'm at the airport about to board. Mom just stepped away to get some snacks, so I thought I'd give you a quick update before the flight. I'm honestly still scared, but the thought of **facing my fears head-on** is kind of exhilarating (in a terrifying kinda way).

Anne & Sash met us at the dropoff earlier to say goodbye. The three of us standing there... I'll never forget the look we all shared. This was the end of an era, but **NOT the end of our friendship.** Never. **Nothing could undo what we had been through together, and nothing could ever take away the memories we've shared. The adventures we'd been through.**

And we hugged for what felt like an hour.



BFFS FOREVER!!!

We promised to text and call whenever we can. But I also know not to make the same mistakes and use them as a crutch to avoid facing life in a new town. I have to make sure I **keep moving forward and bring the past with me** – *not use it to hide away just 'cause it feels safe and comfortable.*

Balance. It's something I've been working on.

Goodbye, my loves. I will take you with me wherever I go... whatever I do... **You'll always be part of me.**

ENTRY 127

WOW, hey there Jo. It's been **10 YEARS** since our adventure. I was just digging through old boxes and found you with some of my middle school things. Fittingly, **I'm actually just about to head to the airport to visit Sasha and Anne!**

A lot can happen in a decade. Flipping through these pages, it's crazy to see what I was thinking back then. You'll be amazed to know that I actually made friends pretty easily when I finally started life in my new hometown of Hopkinton, Massachusetts. All that time I thought I'd never be able to make friends again, but after Amphibia... everything that seemed hard before was suddenly very doable. Props to baby Marcy for putting herself out there. **She was so much stronger than she thought.**

If you're curious what I'm up to these days... **I started my very own webcomic!** It's called "Amphibi-Anne" and is loosely based on a certain hero of mine hehe. It's doing quite well - a studio even bought the rights! Who knows, it might even get turned into an animated series someday, can you imagine?? **Art is such a freeing thing.** I get to really express myself and dig into my thoughts and use my love of fantasy to explore those feelings, rather than to run away from them.

As for Anne and Sasha, we did text almost every day for the first year or so - but eventually our new lives kind of took over and we just... needed to talk less and less as time went by. Trust me when I say it's not as tragic as it sounds... in fact, **it felt healthy.** Normal. It didn't mean we loved each other any less.

I still text them a photo of EVERY cool bug I see, though - now THAT I'd never let them escape from XD!

Needless to say we're still the greatest of friends, even if we don't know every little detail of each other's lives. **Some bonds just can't ever be broken.** I'm going to stay with them for a few weeks, and at the end of the trip we'll celebrate Anne's birthday, which is fast approaching. Sasha's going to pick me up from the airport, and I can't wait to see her. It's SO exciting. I'm glad I found you, Jo. It's only right you come along for the ride :D

ENTRY 128

Well here we are. Your last pages, Jo. You've been an amazing journal and a great companion through many lonely 13-year-old moments.

Sasha and I ambushed Anne at the Long Beach aquarium, where she works as a herpetologist (isn't that just perfect for her!?!?!). We all got drinks together at the pier and watched the sunset together.

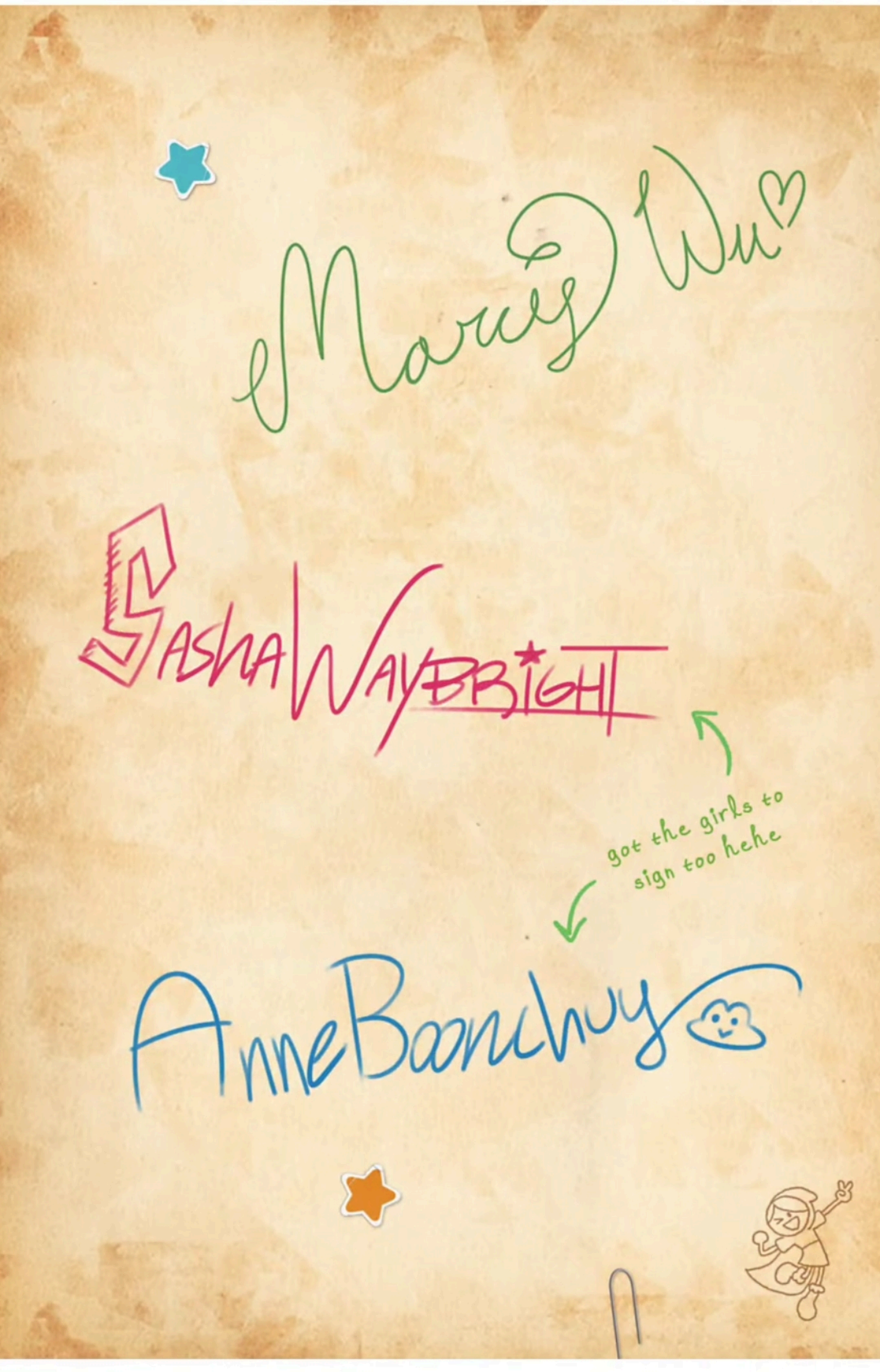
10 years have gone by, we've all grown up... yet it feels strangely like no time has passed at all. **Sasha and Anne are gorgeous, thriving, and more wonderful than they've ever been.** I know I said I was only going to stay a few weeks, but feeling the California breeze on my face and seeing the ocean stretched out before me... I think maybe I'd like to stay longer. Honestly, as a webcomic artist it's not important where I work... and Sash says I can stay with her as long as I want.

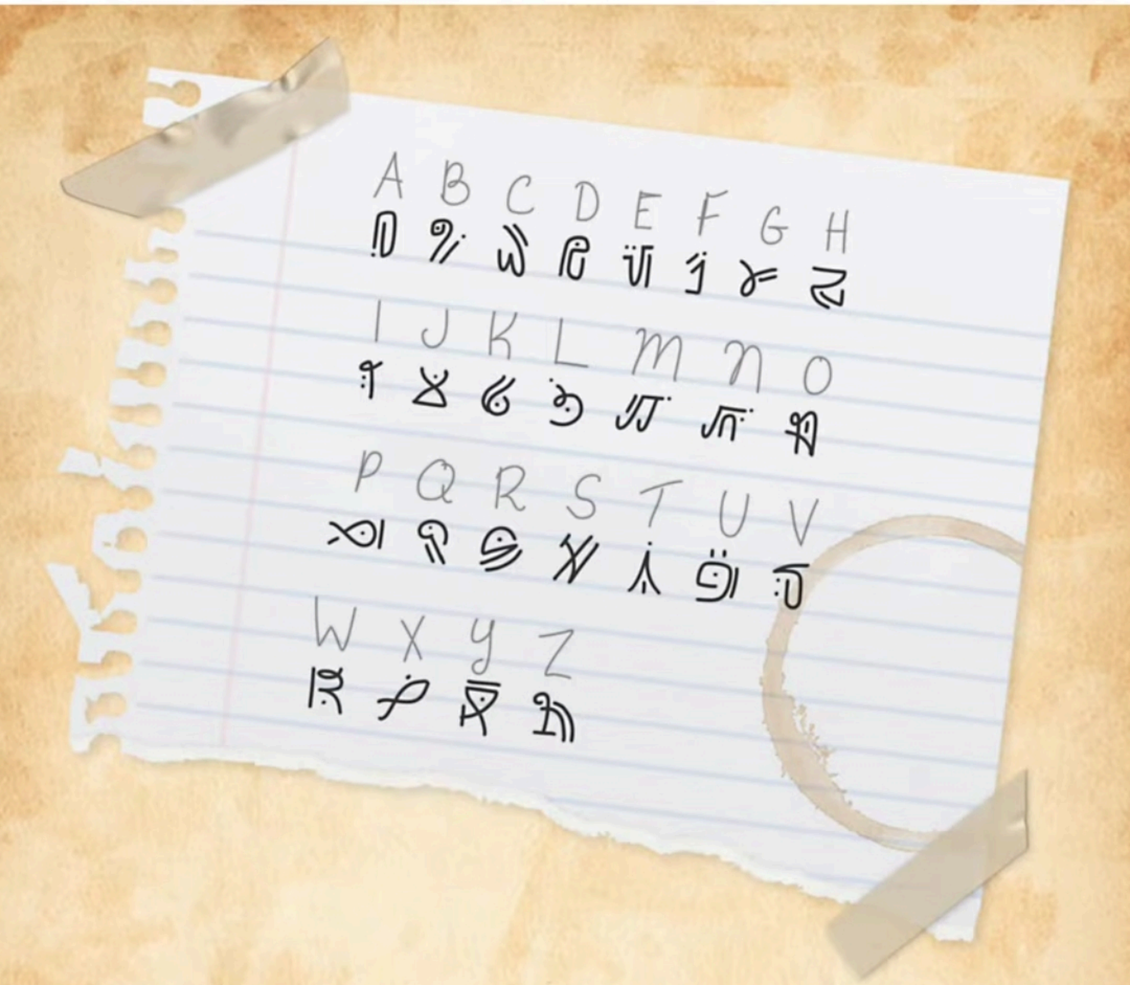
Love is an incredible thing, Jo... Its threads allow us to drift apart, but when the time is right they bring us back together again. Not a day goes by when I don't think of our adventures in Amphibia, and the unforgettable people we met there. Suddenly, breaking the spell of our silence - Anne's phone began ringing.

It was **Terri**, the scientist! Who after all this time said they had some VERY exciting news for us. We're all gonna meet up at the lab tomorrow. Wonder what it could be?

Alright, Jo, I gotta run. Anne and Sasha are razzing me for live-journaling through a poignant moment - classic. Take care of yourself :P

Marcy Wu... signing off!


Mary Wu
Sasha Waybright
got the girls to sign too hehe
Anne Boonchuy



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